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UNOFFICIAL GAMESPOT GAME GUIDE:

DARK REIGN

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Introduction

It's the year 2506, and Earth is a wasteland. The weight of pollution and overpopulation has exhausted resources and Earth's facility for supporting human life. The society's elite live relatively safely and comfortably inside domes, where the living environment is sustained artificially. Outside the domes, a great majority of humanity lives in sprawls, exposed to toxic radiation as the Earth's depleted ozone layer can no longer protect it.

The Jovian Detention Authority (JDA), once created to escort Earth's violent criminals to security prisons on the moons of Jupiter, has now become an army. The dome residents realize that the JDA's disciplined legions are all that stand between them and the Sprawlers dwelling outside in Earth's harsh conditions. The volatile social model between the Sprawlers and dome dwellers cannot persist forever - and a conflict will plunge Earth's two societies into a war for control.

Welcome to GameSpot's comprehensive Dark Reign 2 game guide. Inside this game guide, you'll find:

- **General Strategies:** In this section, you'll find general resource and combat strategies as well as specific strategies for both the JDA and Sprawlers to apply in single and multiplayer games.
- **JDA Unit Statistics:** This section's chart includes statistics for JDA units. You'll find hit points, build time, taelon cost, command cost, and effectiveness against different enemy types.
- **JDA Structure Statistics:** This section's chart includes statistics for JDA structures, including hit points, build time, taelon cost, command cost, and power use.
- **Sprawler Unit Statistics:** Here, you'll find a chart presenting statistics for Sprawler units.
- **Sprawler Structure Statistics:** In this section, you'll find a chart featuring statistics for Sprawler structures.
- **JDA Walk-through:** Search here for a complete walk-through for all ten chapters composing the JDA campaign.
- **Sprawler Walk-through:** This section includes a complete walk-through for all ten chapters composing the Sprawler campaign.





Chapter 1 - General Strategies

In this chapter, you'll find general resource and combat strategies that apply to single and multiplayer Dark Reign 2 games. Also included in this chapter are specific strategies for the Jovian Detention Authority and the Sprawlers.

It's All About the Taelon

Whether you're playing a single-player campaign mission or a multiplayer game, most scenarios boil down to who's controlling the taelon patches. In a single-player game, seek out additional sources of taelon as soon as possible - usually once you have enough resources to afford a squad or a set of turrets to defend the refinery. On single-player maps, you'll typically find a secondary source of taelon near your original base. It's occasionally protected by small groups of enemies units; make sure you assemble a strike force to liberate the patch from your foe.

Once you can afford adequate defenses - including turrets and units to defend the extra refineries - start exploring for a third and fourth source of taelon. With enough taelon flowing in, you can afford expensive structure upgrades and start producing the most powerful units and structures available. Most importantly, though, make sure you can defend the refinery. The computer-controlled enemy is smart enough to harass your refinery and collector. Build both anti-infantry/vehicle turrets (gun posts, sentinel guns, defense towers) and anti-air turrets (gun posts, sky sweepers. Keep healers (psi-techs or scavengers) near your defensive setup to repair damage done by invading forces.

Sources of taelon are perhaps even more important in multiplayer games. If your enemy is starving you out, there's little chance of you winning the game. He who controls the taelon controls the game. Before jumping into a multiplayer game, check out the multiplayer maps and study the location of each taelon supply. When you begin the multiplayer game, you should have an idea of secondary (and tertiary) sources of taelon no matter where your starting point is.

Harass your opponent's collectors and refineries and force him to use resources to erect defenses to protect the source of income. Those are resources that, perhaps, you'll have stored in the bank over your enemy (if he isn't applying the pressure similarly to you). Mount small offensives on lightly defended refineries while you advance a much larger force along your enemy's flank. Attacking resource collectors and refineries is a good way to divert your opponent from the actual, and much more dangerous, assault.





Succeeding in a multiplayer game (particular those with controlled, limited, or default resources) means controlling more taelon than your opponent. Be prepared to scout thoroughly to monitor your opponent's expansion. Is he seeking out taelon patches early? If so, that could make him vulnerable to an attack. Is he neglecting to harvest the taelon patches near his base? Send over a construction rig and gather the resource before he can use it as his own. Once you have exhausted a taelon patch, be sure to recycle the refinery if it no longer serves a purpose.

Perfecting the Mixture

In Dark Reign 2, you can't produce a huge mass of a single unit type and hope to succeed. For instance, producing a large quantity of JDA enforcers might sound appealing. As air units, the JDA enforcer can traverse any terrain and pummel unsuspecting infantry units from above. However, one blast from an anti-air unit (such as the Sprawler go-go or the JDA watchman), and the enforcer is toast. The Sprawler go-go especially rips through enforcers. Its rocket attack causes splash damage, so it inflicts damage to several enforcers in a single blast. If you don't support enforcers with ground troops, especially with those to counter anti-air units, you're certainly in trouble.

Here's another example. You're JDA and decide to produce nothing but guardians. The base JDA infantry unit is cheap, fairly powerful (its shield gives it a slight advantage over the Sprawler rumbler), and can inflict sufficient damage in numbers. However, if your opponent counters with some Sprawler banshee or a JDA bulldog, or any air unit, you're not going to succeed. You must support units with other units, or you will have trouble implementing any strategies.

A good rule of thumb is to concentrate on producing a couple of your favorite units; then, include units to counter the expected counter attack. For instance, if you like enforcers, expect your opponent to produce anti-air units. Counter those units with anti-vehicle units. Or, if you're producing growlers or scorpion tanks, excellent weapons against vehicles and structures, expect your opponent to counter with infantry. Counter this maneuver with skulks, banshees, bulldogs, or air support.

One of the best ways to anticipate your opponent and produce your own personal mixture of units is to scout. Even if you must sacrifice a unit to do so, attempt to gain sight, even briefly, on your opponent. Examine his infantry and vehicle production centers to spot what units he's focusing on. Anticipate your opponent's move with a counter to give your units the edge in battle.

Check out the statistic charts elsewhere in this game guide for full information on all JDA and Sprawler units, including their effectiveness against certain unit types.





Turtle Yourself In or Apply the Pressure

In single-player missions, it's wiser to turtle yourself in, that is, surround your base with turrets and force-field emitters, than to rush out and attempt to surprise the computer-controlled enemy with an early attack. The enemy is already well-established in the single-player campaign and, usually within moments, is sending small bands of infantry and vehicles to assault whatever structures currently make up your fledgling base. To succeed consistently in the single-player game, concentrate on defending your base and taelon supply before you mount an attack.

In a multiplayer game, however, you should attempt to apply constant pressure. Spending enormous amount of resources on force-field emitters and towers will often lead to your demise (though not always). The logic follows that if you're spending the funds on turrets and force fields, your opponent is busy cranking out units and upgrades quickly to acquire artillery units or other high-priced air strikes, mojos, telepads, or super weapons to overwhelm any units you can produce. You likely can't defend taelon patches outside your sphere of force-field influence and, eventually, your opponent will starve you of taelon and slowly pick apart your expensive defense.

Instead, harass your opponent with hit-and-run attacks. Look for vulnerable areas in his base. Send your units in from that angle and force your opponent to retaliate or build defensive units to counter your attack. As you harass his base, start expanding your own. Occupy his resource collector and undefended refinery with a single infantry unit. As long as you can maintain a high level of unit production and taelon intake, you should continue to harass and trouble your opponent as long as possible.

Applying constant pressure also means pressuring your opponent economically. Control the taelon patches, as mentioned earlier in this section, and starve your enemy of resources.

The Rush

Getting a quick jump on your opponent militarily often means building additional infantry and vehicle-producing structures. If you plan to rush your opponent with a quick strike of guardians, rovers, rumblers, or go-gos, you must plan the attack immediately when the game starts. Erect your command center, refinery, solar arrays, and begin producing multiple precincts/barracks or motorpools/garages to hasten your production of infantry or vehicle units.

Rushes can be extremely risky in a default resources game. It will take a lot of resources to erect additional unit-producing structures and the solar arrays needed to





support them. If your attack fails, you could suddenly be at an economic and military disadvantage - especially if your opponent has a jump on additional taelon patches.

Another way to rush is to bottle your opponent in with structures and towers. Locate a vulnerable area of the enemy base and build a forward unit-production center just at the outskirts of his base. Defend the structure, or structures, with towers to ensure their safety once your opponent realizes the assault is under way. Amass your force at this position. Keep your opponent occupied elsewhere, such as the opposite side of the map, then send in your destructive force.

JDA Combinations and Tricks

Should you select the JDA, don't concentrate heavily on enforcers. Though the air infantry units are powerful against enemy infantry, they'll get ripped apart by anti-air defenses. Instead, use guardians and castigars as your primary infantry units. Support them with bulldogs, if your enemy is going infantry-heavy, or growlers, if your enemy is going vehicle-heavy. Include a few watchmen in your military groups to counter expected Sprawler vulture counters.

JDA air support - blackstars and strikers - will prove very effective, but you must counter the Sprawler judases and go-gos if you hope to keep them around long enough to inflict significant damage. Keep the JDA air force away from sky sweeper towers, which can rip through blackstars and strikers within moments.

Once you can build mastiffs, support the artillery unit with a mixed force (such as that outlined previously) and camera towers to provide line of sight. Use telepads in late game battles for surprise castigar attacks into the enemy base. Just make certain your opponent isn't sending units through your own portal back into your base!

Always keep a warden in your group to spot Sprawler scavenger traps. Failure to do so could cause a majority of your battle group to explode on a single mine trap.

Sprawler Combinations and Tricks

Skulks and judases make an effective one-two combination. Use the skulk against enemy infantry and implement the judas against vehicles and air attacks. Support your infantry combination with scorpion tanks (further protection against vehicles) and possibly even air support if your opponent neglects anti-air units. If your opponent is using enforcers, blackstars, or strikers, keep a couple go-gos in the group to punish his decision.





Place scavenger traps to protect your refineries. Place scavenger traps at future taelon expansion points to give your opponent a surprise should he decide to venture that way before you do. Attempt to lure your opponent into a scavenger trap should he fail to include wardens in his assault group.

Both sides have access to a spy unit: the shadowhand for the JDA and the infiltrator for the Sprawlers. The spy units can disguise themselves as an enemy infantry unit; however, they must spot that unit in their own line of sight (which is quite far) without that unit seeing them. You can accomplish this task by either using a camera tower, a sacrificial unit (to provide line of sight for the spy unit), or by keeping the spy at the perimeter of sight range.

Wardens (JDA) and disruptors (Sprawlers) can detect you if you're disguised. Use the spy to infiltrate the enemy base and accomplish various tasks, including stealing power (by entering an enemy power source), stealing resources (from entering a refinery), or stealing a line of sight (by entering a command center). Naturally, it's wise to keep a warden or disruptor in your base at all times to prevent such a tactic to be used on you.





Chapter 2 - Jovian Detention Authority Units

This chart features statistics for all JDA units, including their hit points, approximate build time, command cost, taelon cost, speed, sight range, and their effectiveness versus infantry, vehicles, structures, air units, and naval units.

JDA Unit	HPs	Build Time	Comm. Cost	Taelon Cost	Speed	Sight Range	Effective vs. Infantry	Effective vs. Vehicles	Effective vs. Structure	Effective vs. Air	Effective vs. Naval
Guardian	125	0:15	2	150	Normal	Normal	High	Medium	Medium	None	Medium
Enforcer	750	0:24	2	300	Normal	Normal	High	Low	Low	Low	Low
Castigar	275	0:24	2	450	Normal	Normal	Medium	Very high	High	Medium	High
Psi-tech	100	0:18	2	500	Slow	Normal	None	None	None	None	None
Shadowhand	100	0:30	2	700	Normal	Far	None	None	None	None	None
Watchman	250	0:24	3	350	Fast	Normal	None	None	None	Very high	None
Blackstar	175	0:30	3	800	Fast	Normal	Low	Low	Low	Very high	Low
Striker	300	0:36	3	1,200	Fast	Normal	High	Very high	Very high	None	High
Warden	300	0:24	3	600	Normal	Normal	None	None	None	None	None
Rover	200	0:30	3	400	Normal	Normal	Very high	Very high	High	None	High
Bulldog	350	0:40	3	700	Normal	Normal	Very high	Low	Low	None	Very low
Growler	450	0:36	3	1,000	Normal	Normal	Low	Very high	Very high	None	High
Mastiff	250	0:42	3	1,200	Slow	Normal	Medium	High	Very high	None	High
Patrol cruiser	300	0:30	3	600	Fast	Normal	Very high	Very high	Very high	Medium	Very high
Dreadnaught	200	0:36	3	900	Normal	Normal	Medium	High	Very high	None	High
Tech boat	200	0:24	3	500	Normal	Normal	None	None	None	None	None
Sky fortress	800	2:30	4	2,500	Slow	Normal	Very high	Very high	Very high	None	Very high
Collector	500	0:30	1	750	Normal	Normal	None	None	None	None	None
Hover collector	500	0:30	1	1,000	Normal	Normal	None	None	None	None	None





Chapter 3 - Jovian Detention Authority Structures

This chart features statistics for JDA structures, including their hit points, approximate build time, command cost, taelon cost, power required, and for the towers their weapon effectiveness versus infantry, vehicles, structures, air units, and naval units.

JDA Structure	HPs	Build Time	Comm. Cost	Taelon Cost	Power Needed	Effective vs. Infantry	Effective vs. Vehicles	Effective vs. Structure	Effective vs. Air	Effective vs. Naval
Command center	2,000	0:25	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Refinery	1,500	0:40	1	1,500	Very high	N/A	N/A	N/A	N/A	N/A
Solar array	500	0:15	1	1,000	None	N/A	N/A	N/A	N/A	N/A
Atomic generator	1,500	0:25	1	2,000	None	N/A	N/A	N/A	N/A	N/A
Precinct	1,200	0:25	1	1,250	High	N/A	N/A	N/A	N/A	N/A
Motorpool	1,500	0:25	1	1,750	High	N/A	N/A	N/A	N/A	N/A
Restoration facility	1,000	0:25	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Telepad	1,000	0:20	1	1,500	Very high	N/A	N/A	N/A	N/A	N/A
Air control	1,200	0:25	1	1,000	High	N/A	N/A	N/A	N/A	N/A
Dock	1,200	0:25	1	1,000	High	N/A	N/A	N/A	N/A	N/A
Radome	1,200	0:40	1	1,200	High	N/A	N/A	N/A	N/A	N/A
Sky fortress facility	2,000	2:30	1	4,000	Very high	N/A	N/A	N/A	N/A	N/A
Camera tower	500	0:10	1	250	Low	N/A	N/A	N/A	N/A	N/A
Force field emitter	1,000	0:05	1	100	Low	N/A	N/A	N/A	N/A	N/A
Sentinel gun	400	0:12	1	400	Medium	Very high	High	Medium	None	Medium
Defense tower	800	0:20	1	1,000	High	Very high	Very high	Medium	None	High
Lightning tower	500	0:12	1	500	Medium	None	None	None	Very high	None





Chapter 4 - Sprawler Units

This chart features statistics for all Sprawler units, including their hit points, approximate build time, command cost, taelon cost, speed, sight range, and their weapon effectiveness versus infantry, vehicles, structures, air units, and naval units.

Sprawler Unit	HPs	Build Time	Comm. Cost	Taelon Cost	Speed	Sight Range	Effective vs. Infantry	Effective vs. Vehicles	Effective vs. Structure	Effective vs. Air	Effective vs. Naval
Rumbler	125	0:12	2	120	Normal	Normal	Very high	Medium	Medium	None	Low
Fiend	200	0:24	2	300	Normal	Near	Very low	Very high	Medium	None	Very high
Banshee	150	0:24	2	300	High	Normal	Very high	Low	Low	None	Very low
Skulk	125	0:30	2	600	Normal	Very far	Very high	Very low	None	None	Very low
Judas	250	0:24	2	400	Slow	Normal	Medium	Very high	High	Medium	High
Infiltrator	100	0:30	2	700	Normal	Far	None	None	None	None	None
Voodun	150	0:18	2	300	Slow	Normal	None	None	None	None	None
Scaver	150	0:18	2	500	Slow	Normal	None	None	None	None	None
Go-Go	250	0:30	3	500	Fast	Normal	Very low	Low	Low	Very high	Very low
Scorpion tank	400	0:36	3	900	Normal	Normal	Medium	Very high	Very high	None	High
Thunder cannon	275	0:42	3	1,000	Slow	Normal	Medium	Very high	Very high	None	High
Vulture	200	0:30	3	1,000	Fast	Normal	High	Very high	Very high	Very high	High
Air Barge	500	0:24	3	500	Fast	Normal	None	None	None	None	None
Disruptor	300	0:24	3	600	Normal	Normal	None	None	None	None	None
Hydrofoil	300	0:30	3	500	Fast	Normal	Very high	Very high	Very high	Medium	Very high
Stasis skimmer	200	0:24	3	400	Normal	Normal	None	Very high	Very high	None	Very high
Leviathan	225	0:36	3	800	Normal	Normal	Medium	Very high	Very high	None	High
Juggernaut	1,000	2:30	4	2,500	Very slow	Normal	Very high	Very high	Very high	Very high	Very high
Collector	500	0:30	1	750	Normal	Normal	None	None	None	None	None
Hover collector	500	0:30	1	1,000	Normal	Normal	None	None	None	None	None





Chapter 5 - Sprawler Structures

This chart features statistics for Sprawler structures, including their hit points, approximate build time, command cost, taelon cost, power required, and for the towers their weapon effectiveness versus infantry, vehicles, structures, air units, and naval units.

Sprawler Structure	HPs	Build Time	Comm. Cost	Taelon Cost	Power Needed	Effective vs. Infantry	Effective vs. Vehicles	Effective vs. Structure	Effective vs. Air	Effective vs. Naval
Command Center	2,000	0:25	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Refinery	1,500	0:40	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Solar array	600	0:15	1	1,100	None	N/A	N/A	N/A	N/A	N/A
Atomic power Plant	2,000	0:25	1	2,000	None	N/A	N/A	N/A	N/A	N/A
Barracks	1,200	0:25	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Garage	1,500	0:25	1	1,500	High	N/A	N/A	N/A	N/A	N/A
Sarcology	1,000	0:25	1	750	Medium	N/A	N/A	N/A	N/A	N/A
Scaver hut	1,000	0:20	1	1,000	Medium	N/A	N/A	N/A	N/A	N/A
Aerodome	1,000	0:25	1	1,000	High	N/A	N/A	N/A	N/A	N/A
Wharf	1,200	0:25	1	1,000	High	N/A	N/A	N/A	N/A	N/A
Shrine	1,200	0:40	1	2,000	Very high	N/A	N/A	N/A	N/A	N/A
Juggernaut facility	2,000	2:30	1	4,000	Very high	N/A	N/A	N/A	N/A	N/A
Camera tower	500	0:10	1	250	Low	N/A	N/A	N/A	N/A	N/A
Power fence Emitter	1,000	0:05	1	100	Low	N/A	N/A	N/A	N/A	N/A
Gun post	600	0:15	1	600	Low	Very high	High	Medium	None	Medium
Ravager turret	800	0:18	1	800	High	Very high	Very high	Medium	None	High
Sky sweeper	500	0:12	1	500	Medium	None	None	None	Very high	None





Chapter 6: JDA Walk-through

This section features a complete walk-through of the Jovian Defense Authority campaign. Included with each chapter walk-through are strategies for each mission objective, recommended military units, locations of important taelon patches, and tactics for destroying the enemy force.

Chapter 1 - Into the Sprawl

The JDA campaign begins in the city where Sprawler sky sweeper towers prevent the JDA air force from striking a Sprawler base.

Objective: Eliminate the Rumlbers and the Sky Sweeper Tower

You're provided with a handful of guardians and a couple rovers to eliminate the small Sprawler threat. Group your units into a single attack group; or, if you'd rather, place the guardians in one group and the rovers in another. This lets you move the rovers separately to perhaps position them in a flanking position or simply in a line formation along with the guardians. Placing them in a single attack group causes them to move together, which could result in clumping and some units arriving before others. Separate the attack groups to maximize immediate firepower once you reach the target.

To place the guardians in an attack group, select the guardians and press the Ctrl plus the 1 key (or another number if you'd rather assign them to a different group). Next, select the rovers and assign them to a second group by pressing the Ctrl plus the 2 key. Or, as previously mentioned, you can assign the rovers to the same group as the guardians (simply select the rovers as well as the guardians and assign them together), or you can assign them to any number group you wish.

You can also experiment with the unit orders - just press the button to the right of the mini-map to open the unit orders menu. Placing the units in scout mode will cause your units to automatically not attack the enemy; if your unit is attacked, it will retreat. In defender mode, your units will wait until an enemy enters their range before returning fire, but won't leave their position to attack an enemy. Skirmisher mode is basically a hit-and-run mode, where your units will fire at any target they come in contact with, but if they are attacked, they will retreat. Warrior mode, the default behavior, orders your unit to attack and follow an enemy unit as long as that unit remains within your unit's line of sight. Finally, terminator mode orders a unit to follow and attack an enemy until it's destroyed.





Experiment with the modes, though you likely won't need to switch off warrior mode for this particular mission. Proceed west from your starting position (noting the mini-map in the lower right corner of the screen). Encounter the Sprawler rumbler and return fire. Concentrate your fire on a single rumbler, then move onto the next until all are destroyed. Continue west and locate the sky sweeper tower. Select your group of guardians and rovers and attack the sky sweeper until it's destroyed.



Organize your guardians and rovers into attack groups. Experiment with unit orders to scout, harass, play defensive, or be aggressive.

A cutscene plays depicting a JDA command center and base under attack by Sprawler infantry troops; the base is located west of your start position.

Objective: Reinforce the JDA Base

Select your guardians and rumbler and head west - simply follow the city roads toward the western side of the mini-map. You may encounter a rumbler or two during the journey. Combine your fire from the guardians and rover onto one rumbler; destroy one





rumbler, then concentrate your firepower on his comrade. Locate the entrance into the base and move your guardians and rovers inside.

Objective: Protect the Base from Sprawler Attack

The Sprawler infantry forces enter through the northern edge of the JDA base. Position your guardian and rover units toward this northern edge to assist in the base's defenses. The JDA sentinel towers (that chew through low-level Sprawler infantry) will be sufficient in defending the base, but it can't hurt to move your guardians and rovers side-by-side along the northern entrance.

Shortly after you assist in base defense, a cutscene shows an earthquake leveling the JDA base. A massive seismic disruption obliterates power lines and levels the JDA command center and adjacent structures. You're ordered to assist in rebuilding the JDA base in hopes of regaining control of the city from Sprawler forces.

Objective: Use a Construction Rig to Build a Command Center; Buildings can be Oriented Using the > and < Keys

You're provided with a construction rig to begin reconstruction of the JDA base. Select the construction rig and notice the build menu open on the left side of the screen. Choose Command Center and notice the overlay of the structure appears on your mouse cursor. You must place the command center away from wall edges; if you can't place the command center in a particular area, the overlay turns red.

You can also orient the command center by using the greater-than (>) and less-than (<) keys. Place the command center's rear against the wall (or as close to it as possible) and its front pointed outward, allowing plenty of deploy room for new construction rigs.

Objective: Construct a Solar Array to Generate Power

It's time to supply power to your fledgling JDA base. Select a construction rig to open the build window. Choose the solar array icon and place the small structure adjacent to the command center (or any other available point). Solar arrays supply power to your base; insufficient power can deactivate force fields, slow unit production, and switch off the mini-map. In other words, keep your base powered!

Objective: Use a Rig to Construct a Precinct

You'll still have your construction rig after building the solar array. Select it and open up the build menu. Notice the precinct icon, which constructs JDA infantry units, such as guardians, enforcers, and psi-techs. When you click on the precinct icon, an overlay of the structure appears on your cursor. Place the precinct near the command center and arrays; if the overlay turns red, move slightly left, right, up, or down to locate an available spot for the building. Orient the precinct using the > and < keys; place the structure strategically, leaving sufficient room for the precinct exit.





Objective: Order a Construction Rig from the Command Center

Building the precinct used the entire construction rig (unlike building the solar array), so it's time to construct a new rig for further base development. Select the command center and open its build window. Press the construction rig icon and watch as the command center begins constructing the unit. When the construction rig is ready, it appears out the command center exit.

Objective: Use a Rig to Construct a Motorpool

Select your newly arrived construction rig to open its build menu. Choose the motorpool icon and the structure's overlay appears on your cursor. Place the motorpool on available terrain - adjacent to the precinct or command center should do. Orient the motorpool so its exit faces an open area. The motorpool builds the JDA's vehicles, including both land and air.

A cutscene plays after you construct the motorpool. The flyby shows the Sprawler base located somewhere in the city.

Objective: Move the Collector to the Taelon Outcropping

It's time to begin harvesting taelon, Dark Reign 2's resource used to purchase new structures and units. Locate the taelon collector north of your base (down the ramp). Select the collector and move the vehicle to the batch of taelon positioned south of your base. There's a refinery already in place; with the collector selected, click on the taelon shards (notice the different icon) to begin resource gathering.

Objective: Find and Destroy the Three Remaining AA Towers

Your orders are to locate the remaining Sprawler sky sweeper towers and destroy them; doing so clears the way for the JDA air strike. Cycle through your structures - command center, precinct, and motorpool - to spot your build options. You can construct more rigs from the command center to place some sentinel towers on the northern edge of your base (or you can simply defend with guardians and rovers). Use the precinct to build guardians and the motorpool to build rovers. You can also build additional collectors, though you won't need the increased resource-gathering speed to complete the mission.

Look on the mini-map and notice the green radar blips denoting the location of the three towers. Take the time to produce more guardians and rovers before exploring the roads around the new JDA base. Once you have sufficient units (an additional five of each should do fine), head north out of the JDA base. You may encounter rumblers on the road.

Turn toward the northeast to the nearest radar blip. Destroy the rumblers guarding the sky sweeper tower here. With the first tower destroyed, proceed to the others; the sky sweeper tower isn't a threat to your ground units, so be sure to concentrate all firepower





on the rumbler defenders before advancing against the sky sweeper towers. At one sky sweeper tower, you'll encounter cloaked fiends - but they're only cloaked when they're not moving. The fiends will advance toward you to engage; once they uncloak, destroy them and then the sky sweeper tower they defend.

The mission concludes once all three sky sweeper towers are destroyed. A cutscene plays, depicting the JDA air strike demolishing the Sprawler base.

Chapter 2 - The Seal is Broken

You begin with a handful of units trailing the Sprawler voodun (a healer) prisoner. Survey your base and your units before using the guard command; once you order your units to guard the prisoner, the voodun starts his course toward the Togran outpost.

Objective: Use the Guard Command on the Voodun Prisoner

Select your units and press the G key; with the new guard cursor activated, press on the voodun prisoner to order your JDA units to guard the Sprawler healer. The voodun starts moving toward the northwest; your units follow closely in tow.

Objective: Follow the Voodun Prisoner up the Mountain

As you enter the valleys leading to the outpost, you may spot Sprawler units, including the go-go bike. Concentrate all your firepower on the go-go bike before attacking any adjacent infantry. Continue to follow the voodun until you spot the row of towers.

Back off quickly, though it's possible you may take a casualty or two - the towers are extremely powerful! To reach the outpost, you must find a way to circumvent the towers, such as locating their power source. Let the voodun continue into the valley; you have the information you need, the location of the Togran outpost.

Objective: Build Enforcers and Use Them to find the Enemy Togran Power Source

Turn your attention back to the JDA base. Construct a motorpool to build JDA vehicles, specifically the rovers. This will complement your precinct, used to produce guardians and enforcers (you also need the motorpool for the enforcers). You'll need the enforcers to locate the Togran power source and scout most of the mountainous terrain - the enforcers are air units and can traverse over the high terrain. Use the guardians and rovers to protect your base. Make sure you have sufficient solar arrays to support your structures.

You'll face the occasional rumbler raiding party arriving from the area north of the JDA base. Produce a sufficient defense force (ten guardians and five rovers or so). Also consider building a construction rig and placing sentinel towers along the northern perimeter of the JDA base to obliterate the weak Sprawler infantry attacks. Go-go bikes





may join the rumblers; if so, concentrate your defensive forces on the bikes before attacking the rumblers.



Use enforcers to traverse the large mountains and hills to locate the Togran power source.

Produce a sizable force of enforcers (at least ten) for exploring the map and locating the Togran power source. As you control the enforcers, be very careful if you glide too close to a Sprawler go-go bike; it's an extremely effective anti-air unit, especially against enforcers. The go-go bike's twin missiles can knock down groups of enforcers' shields, eventually destroying the JDA air infantry unit.

Explore the eastern edge of the map. Here, you'll find some neutral buildings as well as some sort of launching pad. This area becomes the extraction point late in the mission. Remember its location for later. Don't head to the northern corner, though - head up the western side to reach the Togran power source!

Send the enforcers up the western side of the map. You shouldn't have to worry much about the JDA base in the south. Several sentinels and a small band of guardians and





rovers should supply sufficient defense to counter the small patrols of rumblers and go-go bikes.

Hug the western edge of the map with the enforcers until you reach the northern corner. Attack any Sprawler ground units you encounter. Continue to produce enforcers with your precinct and reinforce your enforcer group until you have amassed a large enforcer army. Use rally points and waypoints to send the enforcers up the western edge of the map to rendezvous with your group.

The more enforcers you use, the better. Move along the northern edge of the map to locate the Togran power generator atop a high mountain. You'll encounter some Sprawler defenses nearby, including go-go bikes. Destroy the go-gos as fast as possible before resuming your search or dealing with rumblers and other Sprawler ground troops.

With the Togran power source in sight, select your enforcer group and obliterate the structure. Its destruction deactivates the towers lining the valley to Togra's shrine, the outpost mentioned in the mission briefing.

Objective: Proceed to Togra's Shrine

Togra's shrine is located at the end of the valley in the northern corner, previously controlled by the powerful towers. Having destroyed the Togran power source, the towers are no longer a threat. Don't approach the shrine with your enforcer force. Locating the shrine releases the technifact, which must be defended and escorted to an extraction point. Your enforcers may not be sufficient to defend the valuable artifact.

Instead, produce guardians and rovers and start advancing north of the JDA base into the valley. Move your enforcers back down the western side to rendezvous with your guardian and rover group. You'll meet some resistance along the way. Make sure your attack groups are clumped to maximize your firepower. Consider splitting the groups into three - guardians, rovers, and enforcers - so you can spread your firepower out.

When you reach the end of the valley path in the northern corner, you'll encounter a round symbol built into the ground. Defeat any remaining Sprawler defenders around Togra's shrine, then approach the symbol. Watch the cutscene of the shrine opening - an artifact referred to as the technifact emerges.

Objective: Escort the Technifact to the Extraction Zone

The technifact is extremely slow; don't advance your troops too quickly and leave the technifact behind. Use the guard command to protect the technifact, though moving the cluttered group of units can be difficult through the tight alley. Retreat toward the south until you exit the valley and return your group and the technifact to the map's center.





The path to the extraction point lies to the southeast - as mentioned previously, you may have spotted the extraction point if you explored the eastern side of the map with your enforcers. As you near the eastern edge, move your guardians, rovers, and enforcers up - the extraction point is heavily protected by Sprawler forces. Consider reinforcing your attack groups further by producing more infantry and vehicles. Defeat the Sprawler defenders, then move the technifact on top of the extraction point to conclude the mission.

Chapter 3 - Thinning the Herd

You begin the mission with some guardians, enforcers, rovers, and bulldogs; the bulldog tanks are more effective against infantry than they are against vehicles and structures.

Objective: Eliminate all Traitor Forces

Proceed forward (in the direction your units are facing) along the river to reach the outskirts of the traitor base. Since you're dealing with JDA traitors, expect to encounter their units - which will be similar to yours. For instance, you'll encounter the JDA castigar, a powerful infantry unit; concentrate your firepower on the castigar immediately to minimize your losses.

A Sprawler base is located east of the traitor base. Don't venture into the Sprawler base! It's too tough for your small army and must be left for later in the mission. Instead, stay to the west and enter the traitor base. Start shooting at traitor units, and a cutscene shifts the focus from the base to a small shuttle pad just to the northwest. The traitors are attempting to leave the base via the shuttle - you must stop them!

Head northeast from the traitor base to locate the shuttle. Time is critical; an announcement is made once the traitors board the shuttle. When you reach the launchpad, divert your fire to the shuttle itself. Once it's destroyed, a cutscene shifts your focus to a mountain valley in the east. Sprawler reinforcements are moving through the valley; if you can power the ion field generator on either side of the valley, you can stop the reinforcements. Three construction rigs arrive to facilitate your base construction.

Objective: Build a Solar Array on Each Side of the Ion Field Generator

Construct your base, using one rig to produce the command center, a second rig to place the refinery adjacent to the nearby taelon patch, and the third rig to construct one or two solar arrays to support your small base. Once the rigs are finished, build a motorpool and construct another rig to build a precinct.

Don't attempt to venture west into the Sprawler base; the base is quite large and filled with powerful towers and ground units. Once you've built the precinct and motorpool,





you can upgrade your command center and each unit-producing structure to build bulldogs (anti-personnel tanks) and castigars (anti-vehicle infantry units). You should also build an air control structure to produce blackstars from the motorpool. As you continue to produce units - a mixture of guardians, enforcers, rovers, bulldogs, and castigars works well - start protecting your base perimeter with sentinel towers. For instance, explore east of your base and place two sentinel towers at the base of the bridge. Consider placing other towers along the northern perimeter of your base.

Sprawler infantry and vehicle units will arrive from the east (across that bridge) and from the north (usually from the valley containing the Sprawler reinforcements). Occasionally, you may see Sprawler healers with the infantry and vehicles - terminate the healers as soon as possible.



Destroy the shuttle attempting to leave the mission area.

With a sizable military produced, start exploring the western side and locate two additional taelon sources: one found along the western edge (in the middle) and another up near the traitor base, again on the western edge. Create refineries at both these taelon spots to increase resource gathering; however, if you leave these undefended,





Sprawler units will attack and likely destroy your collector or refinery. Build three or more sentinel towers near each refinery to protect your precious structures. You may also wish to move up your military to the second refinery (the middle of the western edge) so you can quickly shift your army to the northern or southern base to intercept Sprawler attacks.

Defending the Sprawler attacks shouldn't be too much trouble, as long as you keep your base sufficiently powered (with solar arrays) and replace any destroyed sentinel towers. You may also want to keep a handful of guardians and castigars at each refinery - set on defender mode - to retaliate against any Sprawler attacks that circumvent the towers.

Once you have amassed a large mixed force, it's time to take out the Sprawler base to the west. Don't attack from two fronts; there are too many Sprawler towers and units to deal with. Instead, combine your force into one (though use different attack groupings for anti-infantry, anti-vehicle, and air units) and attack a concentrated area of the Sprawler base. Gun posts and sky sweepers line the Sprawler base's perimeter; concentrate all firepower on the towers before assaulting Sprawler units and structures.

Attack from the northern point first (west of the traitor base) and work your way through the base. Continue producing military units to reinforce your army. Once you've cleared an area of Sprawler towers and units, eliminate the structures. Start heading south and continue rampaging through the Sprawler base.

Once you have destroyed this northern section, move a construction rig up to the valley (where the ion field generator is located). Place sentinel guns at the valley's entrance (or exit for the Sprawlers). As Sprawler reinforcements arrive, the sentinel towers should take care of them. Monitor the towers every so often and replace them if necessary.

Clear out the middle of the minimap and locate another taelon source. Destroy all surrounding Sprawler structures and send a construction rig over. Build a refinery and start gathering additional taelon. Check your other sources; if the taelon supply has been depleted, recycle the refinery and move the collector to another taelon source.

Having cleared out the Sprawler base, it's time to advance to the ion field generator's power control points. The path to the northern point lies north of the Sprawler base. Follow the ramp up to the top of the mountain overlooking the ion field generator. A handful of Sprawler units and a few gun posts protect the path to the ion field generator's power zone. Clear them out, then move a construction rig up the ramp and place a solar array on the icon.

The southern power point's entrance lies to the south over the bridge east of your base. You may encounter further Sprawler units and structures here. Eliminate them (and spot another taelon patch should you need the resource) and continue up the ramp toward





the ion field generator. Clear out the defending Sprawler units and towers; move a construction rig onto the icon and build a solar array to activate the ion field generator. With the ion field generator online, the Sprawler reinforcements can't enter the valley without being destroyed by the generator's force field and defensive weaponry.

Chapter 4 - Underworld

You start in the southern corner with some guardians, rovers, and a couple of psi-techs - the psi-techs can heal wounded units, but can't restore a unit's shields. Keep the psi-techs at the back of your group (assign them to a different control group than your guardians and rovers).



Prepare to face Sprawler infantry inside the underworld.

Objective: Reach the Entrance to the Togran Temple

Head north along the path; you'll encounter rumblers and eventually a powerful Sprawler judas. Move slowly so you don't trigger too many enemies at once. Retreat





after each confrontation to stop and wait for any damaged shields to restore. Also use the psi-techs to heal any damage that penetrated the JDA shields.

Continue following the underground path to the west and north. You'll encounter additional Sprawler infantry. Concentrate all your firepower on any Sprawler judases you encounter first, then finish off the other enemy infantry. Don't forget to retreat after each battle to take the time to heal and restore your shields. As you near the northwest corner, you'll encounter some JDA reinforcements - consisting of more guardians, rovers, and a psi-tech - in a small alcove that will eventually be the mission's extraction point.

Combine your forces into one, though continue to protect the psi-techs behind the attacking units. Locate the path to the east (near the reinforcements alcove) and enter the Togran temple, flanked by two ominous statues.

Objective: Find and Remove the Technifact

Descend the ramp leading past the Togran temple entrance. A cutscene plays depicting crazed cultists emerging from the halls. The cultists explode once they near your units; shoot them before they reach your group, and they'll explode harmlessly away from your pack. Once the cutscene ends, you'll soon encounter a group of suicide Tograns. Keep your attacking units in place and concentrate all your firepower on one suicide Togran before moving on to the next.

As you did in front of the temple entrance, move forward with caution. The suicide Tograns appear from all sides, so it's wise not to move too quickly and trigger too many of them. Stop moving when you spot a suicide Togran; eliminate the Togran (or Tograns) before continuing onward.

Eventually, you'll arrive at a three-way intersection. Two paths lead to small alcoves containing some sort of telepad portal. The path to the northeast, however, leads to the room you're searching for. Head northeast and notice a short tunnel to the left; inside, you'll discover a Togran power generator, much like the one you found in the second mission. Destroy the generator, then continue onward. You'll arrive at a second left tunnel; usher your units inside and notice the Togran pylons, devastating towers now deactivated by the destruction of the generator.

Suicide Tograns burst out of the hallway flanked by the pylons. Eliminate them all before entering the hallway. Approach the end of the hallway to locate the technifact. As you approach, a cutscene plays depicting the JDA force acquiring the technifact, but the statues lining the hall come to life and additional suicide Tograns storm the room. The statues, Baron Simedi, are extremely powerful and not to be dealt with. As soon as you regain control, usher your troops beyond the technifact to the portal at the end of the room. Send your troops and the technifact onto the telepad.



**Objective: Bring the Technifact to the Evacuation Point**

You'll appear back at the temple entrance. Organize your troops quickly and start retracing your steps out of the temple toward the reinforcements alcove, which doubles as the extraction point. Don't leave the technifact too far behind your units, though; suicide Tograns emerge from the temple in an effort to destroy the technifact rather than let the JDA retain its control. Move the technifact to the front of your military units while you use the guardians and rovers to defend the technifact's rear flank.

Once you have moved the technifact into the extraction point (west northwest of the temple near the area in which you received reinforcements), the mission concludes in victory.

Chapter 5 - Sea of Red

You start on the sea with patrol cruisers, enforcers, blackstars, rovers, and three construction rigs.



Produce a group of patrol cruisers to defend your shoreline from Sprawler hydrofoil attack.





Objective: Find the Crash Site Before the Sprawlers can reach It; Time is Limited

Head across the waterway to the first shoreline you reach. Move the units on the shore and scout until you locate the taelon supply. Use one construction rig to build the command center, a second to construct the refinery next to the taelon, and the third construction rig to build solar arrays supplying power to your new base.

You have a new build option - the dock - that you should construct as soon as possible along the shoreline to the south. The Sprawlers send hydrofoils along your shoreline; produce six or seven patrol cruisers to defend your base's shore, especially on the western side near the taelon supply.

As you begin to upgrade your structures (command center, precinct, and motorpool all to level two), start producing some sentinel guns and lightning towers around your base; place the lightning towers near the northern side of your base with coverage along the taelon supply. Don't spend too many resources on these defensive towers; build just enough to protect against a surprise vulture attack or rogue Sprawler infantry.

Once you have upgraded your precinct and motorpool, start producing a mixture of guardians, enforcers, castigars, rovers, and bulldogs. Head east and locate a secondary taelon supply guarded by a small band of Sprawler units, including some go-gos. Keep your enforcers away from the go-go's anti-air missiles. Remove all the Sprawler units from the taelon supply. Send over a construction rig and build a second refinery. Defend the refinery either with JDA units or by building several sentinel guns and a couple lightning towers.

With sufficient resources, produce an air control unit and upgrade the structure to level two to produce strikers (an air unit that assaults ground units and structures) from the motorpool (also upgraded to level two). Complement your ground force with several blackstars and strikers. If you can afford the expense, consider a second motorpool to hasten construction of JDA vehicles.

This is the first mission in which you can produce the radome, a special JDA structure that can create air strikes. For this mission, you have assault bots and vulcan mines available. Both should prove effective. Queue one air strike and use it when you approach the cluster of Sprawler units near the line of tough towers.

The Sprawler base lies in the northern corner of the map; once you recover the crashed JDA shuttle and the technifact, you must venture inside the base to reach the Sprawler-defended airfield. Consider clearing out the outskirts of the base with your blackstar, striker, and enforcers. Further, produce a sizable force of patrol cruisers and explore the shoreline and eliminate the Sprawler wharf and any hydrofoils encountered. Also explore the area north of the crash site and clear out Sprawler towers near the bridge - you'll be traveling here soon enough.





When you're prepared with plenty of offensive units (a mixture of ground forces with plenty of blackstars and strikers to assist them), proceed to the crash site in the southwestern area of the map. A cutscene plays once you approach the crash site; the technifact is recovered, and you're presented with a new objective.

Objective: Protect the Togran Piece and Get It to the Airport for Transport

Proceed north of the crash site and cross the bridge. You'll encounter additional taelon fields; mine the taelon with a new refinery should you need additional funds. There's no need to rush to the airfield, though; build up a sizable army (with a priority on air units) before moving toward the Sprawler base and its airfield to the north.

It's possible to get the technifact into the airport without destroying much of the Sprawler base. Send in your military units first and use an air strike to destroy clumps of Sprawler infantry or to knock out a pesky tower. Clear out the anti-air towers and obliterate the Sprawler ground forces with your air units. Usher the technifact into the airfield, while your military units occupy the Sprawler defense. As mentioned, there's no rush here, so destroy as much of the Sprawler base as possible before worrying about the technifact. Once it reaches the launchpad, the mission concludes in victory.

Chapter 6 - Interrogation

You begin the mission with guardians, enforcers, castigars, rovers, bulldogs, and three construction rigs. The yellow telepad, which you'll escort Booda Shoun to later in the mission, lies just behind your initial military force.

Objective: Infiltrate the Sprawler Base and Capture Booda Shoun; Bring Him Back to the Yellow Telepad

Head forward until you locate the taelon supply along the left fork. Organize your military to the north of the supply and start using your construction rigs. Build a command center, refinery (adjacent to the taelon), and a couple of solar arrays, then build a precinct with the construction rig used to build the JDA power source. Select the command center and produce additional construction rigs for a precinct, motorpool, and air control. Upgrade your structures as resources allow. You may also wish to experiment again with the radome, restoration center, or the new telepad.

There are two additional taelon supplies located near your initial base, but you'll need an adequate military to protect the refineries and collectors. The easiest taelon supply to control lies up a ramp just northwest of your initial base. Send a construction rig up the hill and build a refinery. Usher up a second construction rig and produce a couple of lightning towers and perhaps a sentinel gun to protect the refinery from air and ground attack.





Locate a second source of taelon just northwest of your initial base.

Before you search for the third source of taelon, build up your military. Sprawler attacks could come from the north, south, or east paths. Surround your base with a perimeter forcefield, with sentinel guns just inside the beams; alternatively, just place several towers around the perimeter of your base to repel attacks - at least buying enough time to move over the bulk of your military force.

Produce a mixture of forces, including guardians, enforcers, castigars, bulldogs, growlers, blackstars, and strikers. You'll also want at least one warden in your ground as protection against Sprawler traps; the warden can detect the traps, then you can use the military units to destroy the visible trap. Once you possess an adequate force, investigate the paths east of your initial base. You'll discover the third taelon supply guarded by a gun post tower and several Sprawler ground troops, including a judas. Eliminate the small defense force, then move in your construction rig to build the refinery. Protect the refinery with military units or send over a construction rig to place sentinel guns and lightning towers.





Additional taelon supplies can be found along the northern area of the minimap should you require additional resources. Just be sure to protect the valuable refineries with defensive towers and units.

Booda Shoun is located near a shrine in the southeastern corner. When you attempt to approach the Sprawler base from the west (from around the middle of the map), JDA command informs you that the Sprawler base is extremely well defended and a military assault probably won't prove very effective - unfortunately, command is correct. If you attempt to take the Sprawler base by force, you can't overcome the plethora of towers and Sprawler units.

Instead, produce a shadowhand, a JDA spy that can assume the disguise of a Sprawler infantry unit. Escort the shadowhand and locate a Sprawler infantry unit; with the shadowhand selected, place the mouse cursor over a Sprawler unit to receive the disguise icon. You must have already received the information from command (about an improbable military assault) to use the shadowhand.

Disguise yourself as any Sprawler infantry unit within the shadowhand's line of sight. Enter the Sprawler base and head south. Don't worry; if you're in disguise, the enemy Sprawlers won't bother you. Continue along the south and the available path. Eventually, you'll ascend up a ramp and locate the shrine protected by a set of judas units. If you've constructed a radome, consider queuing an air strike to clear out the judas protecting Booda Shoun (don't worry, you can't kill him).

Objective: Bring Booda Shoun Back to the Yellow Telepad

Grab Booda Shoun and start retracing your steps out of the Sprawler base. A disruptor may uncover your shadowhand spy during your exit; just keep moving Booda Shoun out of the base despite the Sprawler efforts to stop you. Once you reach your military force, parked just outside the Sprawler base, return fire and make your way back to the JDA base in the southwest. Move Booda Shoun to the yellow telepad at the mission's start point to complete the mission in victory.

Chapter 7 - Inferno

You begin the mission with a new unit, the mastiff, a powerful artillery unit that should be handled with care. Be cautious when employing the mastiff in a battle situation; it's powerful artillery cannon can inflict just as much damage to your units as the Sprawlers! Consider assigning it to its own attack group; that way, you can order it to stop, attack, or customize its behavior apart from your main military units.

Objective: Destroy the Building Concealing the Lab in the Northern Quadrant

Move your units and four construction rigs toward the northwest until you locate the taelon source. Build a command center, refinery, and a couple of solar arrays. Then,





use the two remaining construction rigs to build the precinct and motorpool. Produce additional construction rigs with the command center and build an air control and restoration center.

A few Sprawler infantry units occupy the area north of the taelon; defeat them before they can attack the collector or refinery. As soon as possible, surround your base's perimeter with sentinel guns and lightning towers. Once available, complement your sentinel guns with a defense tower, a much more powerful turret, though at two and a half times the cost. Use psi-techs at each perimeter point to repair damaged towers or forcefield pylons. You'll want protection along the northern, eastern, and southwestern roads into your base.

Expect Sprawler attacks to come from all sides; a few towers at each corner should be sufficient to hold off most of the Sprawler attack force. Occasionally, the Sprawlers might send in a thunder cannon, an artillery unit possessing range outside your towers. If you're taking damage from the Sprawler infantry, send out air units to eliminate the thunder cannon before it can cause much damage.

Before seeking out additional sources of taelon, upgrade your command center, precinct, motorpool, and air control and start producing your preferred units. A mixture of guardians, castigars, bulldogs, growlers, blackstars, and strikers should prove effective. Securing additional taelon requires a sizable JDA attack force. Don't proceed out prematurely, or you can't destroy defending Sprawler forces and sustain protection for your extra refinery and base. Also, make sure you have a warden in your attack group before investigating the taelon sources. The Sprawlers have littered the roads with traps.

Two taelon sources are located nearby, but both are well protected by Sprawler units and outposts. Up the western edge of the map, you'll encounter one patch of taelon protected by units and gun posts. Use the mastiff to damage or destroy the towers. Send in growlers and strikers to finish off the remaining Sprawler turrets and vehicles, then use bulldogs, guardians, and castigars to finish off the infantry.

Once you erect the western refinery, you must build several towers (include a defense tower, lightning tower, and a few sentinel guns) near the refinery. Sprawler units will likely attack from the north; unless you want to baby-sit the tower with JDA units, construct enough towers to hold off a Sprawler attack.





Locate another source of taelon along the western edge of the map.

Proceed up the eastern side and encounter go-gos and scorpion tanks. Use the mastiff in combination with growlers to eliminate the Sprawler vehicles quickly. You'll find the taelon supply just northwest of the vehicles. Protect the taelon and erect a refinery. Further exploration east will uncover another supply. For each taelon source you locate and decide to use, make sure you defend it well with at least three to four towers - it's much more cost effective than rebuilding your refinery!

At some point, JDA command announces the Sprawlers are combining forces and converging. If you have sufficient towers protecting your main base and refinery outposts, you should be well defended. Once you spot the Sprawler units, migrate your blackstars and strikers to help defend against the Sprawler attack.

Build a sizable mixed force of infantry, vehicles, and air units and start making your way up the western side of the map. Make sure you include watchmen (anti-air mechanized units) in your group; you'll need them once you recover the technifact. Also, make sure you have a warden in your group to detect Sprawler traps. As you've noticed on the mini-map by now, radar blips indicate the four potential structures. Start up the western





side to approach the potential structure on the left. You may encounter Sprawler resistance; simply move cautiously and eliminate any defending forces as necessary.

Each radar blip represents a building that can be destroyed. Approach the first on the western side and, once you have cleared out any Sprawler defenders, attack the building with your military group. The building will explode, though reveal nothing - it's not the lab you're searching for.

Continue east along the northern edge of the minimap - it's a tight squeeze along the northern road. Assemble your force to the northwest of the second radar blip or potential lab structure. A few towers, several ground units, and a couple of traps protect this structure - the actual lab. Stay back and let the Sprawler forces come to your horde; eliminate them as they ascend the ramp. Move your warden in close to detect any nearby traps; destroy the traps with your military force. Descend into the recess and destroy the structure, which initiates the cutscene revealing the technifact.

Objective: Escort the Technifact to the Extraction Point

The technifact's extraction point is located on the southeastern area of the map, just northeast of the your initial base. You'll need anti-air units with your rescue military force (as mentioned previously) to defend against the Sprawler vultures, which attempt to destroy the technifact. Move the technifact to the front of your military group (returning to your base along the cleared northern path), so you can use the attack units to protect the technifact's rear flank. Expect Sprawler infantry and air units to assault the technifact.

Continue down the eastern side of the minimap, far from the dangers of the unexplored west, until you reach your base in the south. Expect additional attacks from Sprawler forces. Once you reach your base, remain within the protection of your perimeter towers before rushing toward the extraction point. If the taelon is available, produce additional military units (growlers, guardians, air units) for the final push into the extraction point.

You'll find the shuttle pad (at the extraction point) protected by a cluster of Sprawler infantry, vehicles, and even the Sprawler super weapon, the juggernaut. Keep the technifact well behind the attack force; an exploding juggernaut can obliterate any unit within its destructive radius. Send your strikers against the juggernaut, especially if it's tangled up inside the other Sprawler units. Destroying the juggernaut will not only obliterate your nearby units, but Sprawler units as well! You can use the Sprawlers' weapon against themselves!

Once you have cleared the extraction point of Sprawler forces, usher the technifact toward the shuttle to complete the mission in victory.





Chapter 8 - Barbarians at the Gates

The mission begins with a JDA base nearly in full swing. You'll find a command center, refinery, and unit-producing structures among your handful of military units. A number in the upper left-hand corner of the screen - which begins at twelve - indicates the number of shuttles left to land. You must rescue nine shuttles, which means you have three to spare. The shuttles begin arriving within a few minutes of the mission's start - there's no time to waste!

Objective: Protect at least Nine Inbound Shuttles

The shuttles arrive from four points - southwest, northwest, west, and north. Radar blips on the mini-map indicate these areas. Sprawler go-gos, sky sweepers, and gun posts protect these areas - not only the point of the blip, but the route the shuttle takes to reach the launchpad west of the JDA base. To protect the shuttle, you must clear out some or most of the towers, so each shuttle can navigate safely through the Sprawler anti-air defense. The shuttles arrive from random points, which means you never know which route the shuttle will navigate next; this poses problems regarding which route you should clear first. But it also permits the opportunity to save your game often and reload it if the shuttle took a route you hadn't cleared.

The southwest route is nearest your base and shouldn't take many units to clear (though more than you started with). Produce additional guardians and rovers while you upgrade your command center. Send your units southwest and clear out as many towers as possible - it should be sufficient to clear the route and let the southwestern shuttles safely arrive at the JDA base's launch pad.

The other routes lie across the waterway. Use the dock to protect your shoreline and consider producing dreadnaughts as naval artillery to bombard Sprawler anti-air towers within their range. Upgrade your precinct and motorpool; further, produce an air control structure as soon as possible (including its upgrade) to concentrate on blackstars and strikers. You should also consider a second motorpool to hasten construction of air units. Use the precinct to produce enforcers.

Two additional taelon sources can be found quite near your initial base. The closest is found to the west. Move a construction rig over to it and produce a refinery as soon as possible. Build defensive towers west of the taelon to protect from the inevitable Sprawler ground attack that arrives from the western side of the map.

The second nearest taelon source is located north of the JDA base, nearly all the way to the northeastern edge. When you decide to erect a refinery here, it must be protected with units, sentinel guns, defensive towers, and lightning towers. Don't leave the refinery unguarded, or you will pay the price; the Sprawlers' AI is smart enough to scout the area and detect its vulnerability.





You must ensure the shuttles arrive safely to deliver civilians to the telepad.

As mentioned previously, clear out the southwestern side first. You don't need to clear out every single tower; as long as you knock out some or most of the towers (and anti-air units, such as the go-gos), the shuttles should survive. Save your game after each shuttle successfully navigates its route. Further, save your game during the interval between each shuttle arrival; that way, if the shuttle route isn't preferred, you can reload and try again.

The northwest and north routes are the next two easiest to clear (the north being somewhat easier). Use a horde of air units (strikers supported by blackstars and enforcers) to eliminate the towers. Dreadnaughts within range can also assist in the assault. Keep enforcers, which could quickly get ripped by the towers, in a different attack group and usher them in from a flank after the strikers begin their assault.

Exploring and clearing the northwest will uncover another source of taelon as well as many Sprawler units and towers. You may even have to deal with a Sprawler





juggernaut, a vehicle with no attack but a devastating explosion upon either voluntary or involuntary destruction. Keep the area west of your base (and that second refinery) well scouted; use camera towers and place a forcefield perimeter to protect your precious taelon source.

It's a lot of work to clear all four shuttle routes. If you're a gambler, you may choose to only clear three and hope the fourth isn't used. Keep your collectors gathering and well supported with towers (and psi-techs to repair damaged towers), which should keep enough units alive and healthy to assault each shuttle route and clear out a majority of the anti-air towers and units. Build a radome and use its air strikes to combat Sprawler assaults.

Once nine shuttles reach the landing pad, the mission ends in victory.

Chapter 9 - Dirty Politics

You're up against a time limit for this mission, so be prepared to work quickly. Your mission is to control three points of the map, critical choke points that should let you eliminate all the senators that emerge from their meeting. Some senators attempt to exit the mission on foot while others travel via limousine.

Objective: Eliminate all the Senators before they Escape

You can use your initial force of military units to scout west and locate an additional source of taelon; erect a refinery as soon as possible, but be sure to protect the structure from traitor ground and air attacks from the east with defense and lightning towers. Further northwest, you'll discover a small outpost containing a precinct and solar arrays. Either take the time to build up your military force or attempt to clear out the small outpost with your initial force. Should you decide to remain within the confines of your base, be sure to produce defensive towers and lightning towers at each base entrance to combat invading ground and air units.

Produce and upgrade your command center, precinct, motorpool, and air control structure. Build a mixture of tanks (bulldogs and growlers), air units (blackstars and strikers), and infantry (guardians and castigars) and clear out the traitor forces near each choke point. Time is extremely critical; it's important to clear out as much of each choke point as possible within the time limit. Once the senators emerge from the meeting, you'll want your full attention on them to eliminating them before they escape - there's no time to worry about additional traitor forces!





Erect two refineries quickly to hasten taelon intake to increase unit production.

Use caution when eliminating the atomic generators; their explosion packs quite a wallop, and it's possible to lose many units if you're hovering within the blast radius. During these attacks on the traitor structures, it's also important to prepare for the air strikes. Keep your units spread out, if possible, and use the X key to spread out your force once you hear the air strike on the way.

Leave a mixed force at each choke point you liberate; consider also moving construction rigs over to build forcefield pylons and defensive towers to assist. Search the road east of your base and eliminate the traitor forces surrounding the final choke point. The meeting should be nearing an end about this time. Move all available offensive units along the roads near the choke points. Save your game as the meeting ends (or just before), so you can adjust your units if you fail to eliminate all emerging senators.

If you stick near the choke points, you should have no problem finishing off the fleeing senators. Make sure you assault the limousines as well - the vehicles contain multiple





senators! A running tally of remaining senators replaces the timer in the upper left corner of the screen.

Objective: Clear all Enemy Units near the Commonwealth Building

Don't waste all your military units and taelon eliminating the senators - another objective awaits you! Your orders are to destroy the units and towers surrounding the commonwealth building, positioned roughly in the center of the map. Take your time to use available taelon to produce a large force; consider producing mastiffs and support the artillery unit with your infantry, tanks, and air units.

The commonwealth building is surrounded by units as well as defense (at each corner) and lightning towers. Use artillery and air strikes (if available) to assist in the destruction of the tough towers. Clear the way for your air units and assault the remaining towers and units. Destroy all enemy units at the building to cue the mission's final cutscene and end the mission in victory. You may find success in advancing on the camera towers to gain a line of sight on the building and its surrounding defenses. Use mastiff artillery units to demolish any remaining units.

Chapter 10 - Hero's End

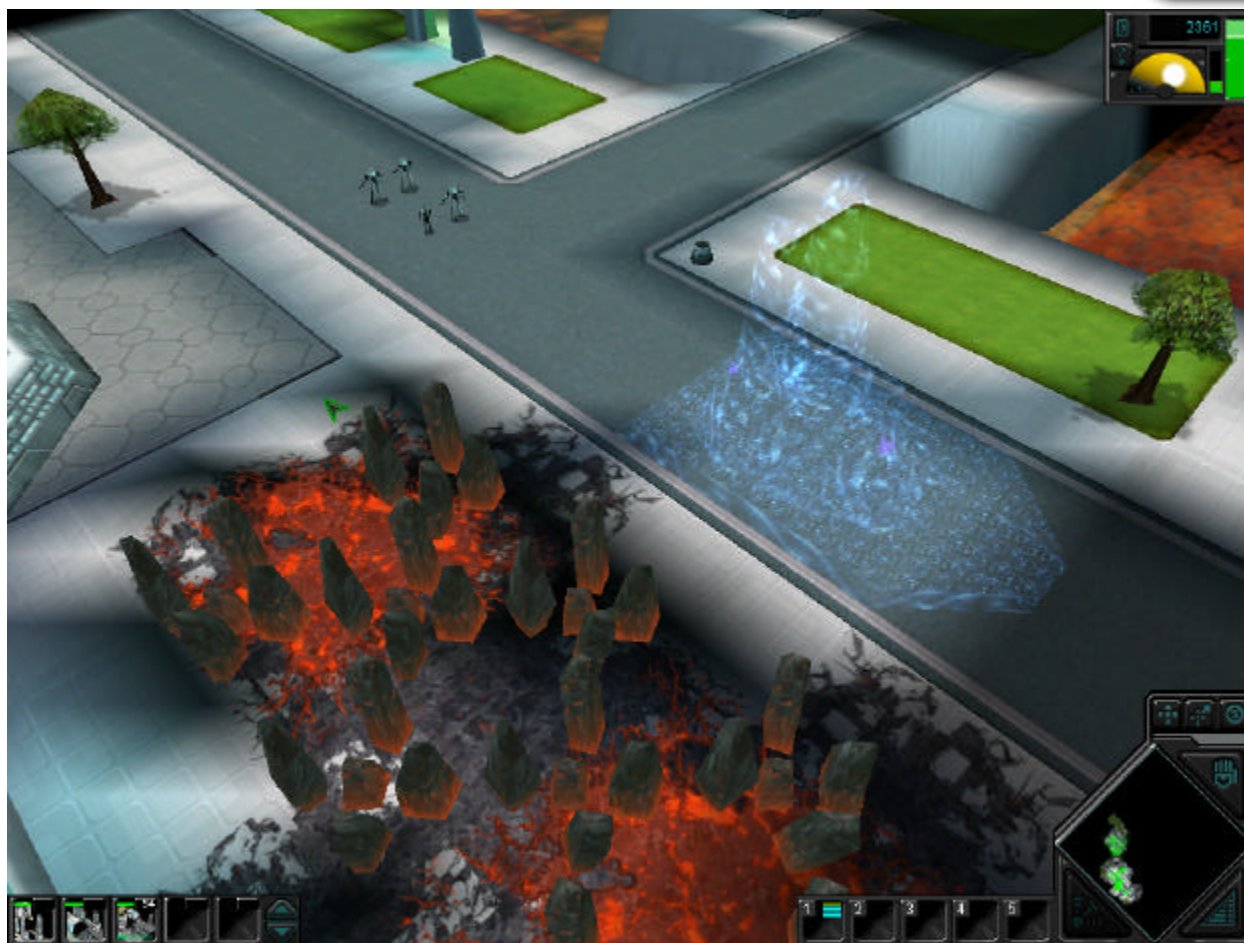
You begin in the southern area of the mini-map with the special shadowhand omega; keep the shadowhand safe behind friendly units for now.

Objective: Move the Shadowhand through the Togran Portal

Begin the mission as you have so many others by building necessary unit-producing structures and upgrading them. You'll want a precinct, motorpool, and air control structure at a minimum. You may also find success with building a restoration facility to keep troops healthy - and, perhaps more importantly, repairing damaged defense turrets you'll place around your base. A radome and its air strike ability could prove useful in clearing the Sprawler clutter. And if you reach the pinnacle of the technology tree, you can produce a sky fortress production facility - the JDA's ultimate weapon.

Start harvesting the nearby taelon. There's a second patch nearby to the west protected by Sprawler infantry and snipers (skulks). Send over troops as soon as you have enough available; consider waiting until you can produce more so you clear out the Sprawler presence with as few casualties as possible. Once cleared, move a construction rig over and build your second refinery.





Use the public teleport to your base's east to locate a third source of taelon.

Before you start off too aggressively, you should construct lightning and defense towers around the perimeter of your base - place them to the west (protecting the second taelon patch), to the north, and to the east. If you've built a restoration facility, produce a few psi-techs and place them near each set of turrets; the psi-tech will repair damage to the turrets, keeping the structures active and intact. Make sure you're keeping up with the significant power required by all the towers; build sufficient solar arrays or, when available, build an atomic power generator.

Once you're set up defensively and have produced additional offensive units (a mixture of castigars, bulldogs, growlers, air units, and so on), it's time to explore and acquire a third source of taelon. Explore east of your initial start point to spot a public teleporter. Send some castigars through and watch as you appear toward the northwest along the western edge of the map. Defeat the Sprawler infantry guarding the teleport exit and send additional units through the public teleporter.





Explore the strip of land to the south and encounter further Sprawler defenses. Defeat all Sprawler troops here, then use a construction rig (sent through the teleporter) to establish a refinery near the taelon source. You may also want to send additional rigs through so you can construct defense and lightning towers around the new refinery.

Before you proceed toward the northwest corner - the heart of the Sprawler base - take time to explore the southern corner of the map. Assemble your attack squad and include a warden as the Sprawlers have littered the forest area to the south with traps. Defeat the skulks and other Sprawler units guarding the southern corner, then locate the taelon patch along the eastern side. Send in a construction rig and build another refinery. Use a second construction rig to surround the refinery with a lightning tower and a few defensive towers.

You should have plenty of taelon coming in and a substantial unit force. Make sure your base defenses are adequate. Place camera towers around your base to further warn of incoming Sprawler units, especially their powerful juggernauts, gigantic explosive tanks that can level your base in one blast if left to roam.

Your mission is to escort the shadowhand into the Togran portal, heavily guarded by Sprawler forces. Now, it's possible to use the shadowhand and disguise yourself as a Sprawler infantry unit and navigate your way through the Sprawler base and into the portal. But, it's definitely not a preferred solution. First, you must avoid disruptors - which could reveal your disguise in an instant - and, second, leaving the Sprawler forces in the mission area makes this mission's second objective more difficult. It's easier, then, to annihilate the Sprawler forces before entering the Togran portal.

An optimal route is up the eastern side of the map. Not only because the path is relatively free of Sprawlers, but you'll also uncover additional sources of taelon, sources that are left pretty much alone by the Sprawler forces. Clear out the eastern path and move construction rigs up to build the refineries. Use additional construction rigs to erect defense and lightning towers, just to be safe. Move your attack force into the northeastern corner; it should ideally consist of castigars, growlers, a few mastiffs, blackstars, strikers, and other units of your choice. You may also wish to include psi-techs and even a sky fortress, though attaining the JDA super weapon requires a large chunk of taelon - which you could use instead to build a massive force of cheaper units.

The Sprawler base lies in the northern corner. Once you reach the northern edge, start moving northwest until you start approaching the Sprawler perimeter and its defensive towers. Keep your air units safely behind your ground force and eliminate the towers with artillery. If you have the available funds (and available units under the limit), include construction rigs in your assault group to build camera towers to spot for mastiffs and defense towers to pin the Sprawlers in their base.





Annihilate the Sprawler defenses, taking special care around the atomic generators and juggernaut facility (you don't want to destroy your own units in the explosion). Clear out the Sprawler base and locate the Togran portal inside a recess in the back of the destroyed Sprawler base. Once the special shadowhand unit moves through the Togran portal, you're presented with a second mission objective.

Objective: Construct Three Atomic Generators in the Specified Locations

Before you worry about the generators, consider exploring the western edge of the map for a vast source of taelon. You can get there west of the Sprawler base or via teleporters. You can also find more taelon in the map's center. Make sure you include wardens in your group to spot any scaver traps. Take time to gather more taelon - you'll need 6,000 for the atomic generators alone. Reinforce your troops, but save some unit points under the limit for towers to place around the generators. You must protect them from Sprawler attack!

If you're short on money, start recycling old refineries and even towers in your main base as you shouldn't expect many Sprawlers invading your former domain. Move construction rigs to each atomic generator point. Build lightning towers around the southern perimeter of each point; also build defense towers in case the Sprawler units depart successfully from the air barge transport.

Enough lightning towers should prevent the air barges from landing; you'll destroy the Sprawler attack forces before they even land. Once you've built the towers, start construction of the atomic generators. After the three have been built, you're ordered to protect them for five minutes. If you lose a generator, you must rebuild it and hold off another attack for five minutes. Use blackstar units to further protect the generators; also include strikers and ground units to defeat any Sprawler units that manage to land. The mission and campaign concludes in victory once the atomic generators have been protected for five minutes.





Chapter 7: Sprawler Walk-through

This section features a complete walk-through of the Sprawler campaign. Included with each chapter walk-through are strategies for each mission objective, recommended military units, locations of important taelon patches, and tactics for destroying the enemy force.

Chapter 1 - Assault on Precinct 13

You begin the scenario with some rumbler (medium-range Sprawler infantry) and fiends (close-range Sprawler infantry). A blip on the mini-map reveals your destination.



Assemble your infantry and locate the JDA propaganda guards.

Objective: Kill the JDA Propaganda Center Guards

Assign your rumbler to one attack group and the fiends to another. By doing so, you can bring up the fiends independent from the rumbler. Head north along the road and





encounter a few JDA guardians. Defeat the guardians - start firing with your rumbler, then advance the fiends ahead into battle - and continue onward.

Approach the propaganda signs and finish off any remaining guardians. Once the guards are cleared, a cutscene depicts the signs changing from JDA propaganda to Sprawler animations. An earthquake hits the town, causing a nearby JDA base to take damage; the resulting explosions make the JDA base vulnerable to a Sprawler attack.

Objective: Construct a Command Center; Buildings can be Oriented by the < and > Keys

Three construction rigs arrive to assist in the construction of a small Sprawler outpost, which you'll use to take out the nearby damaged JDA base. Select a construction rig and open its build menu. Select the command center and place the building on available terrain. You can use the greater-than (>) and less-than (<) keys to orient the command center in any direction you wish. It's wise to place the command center so its exit hatch (where construction rigs will emerge) points away from a wall or obstruction.

Objective: Use another Rig to Construct a Solar Array

Erecting the command center completely used the construction rig. Select another and open its build menu - it's time to supply the Sprawler base with power. With the construction rig selected, choose the solar array icon and place the array near your command center - any place will do, but keeping it close to your base makes it easier to defend both the command center and the array. Once the solar array activates, your base is supplied with some power.

Objective: Construct a Refinery

Locate the taelon supply east of the base. Select a remaining construction rig and open its build menu. Escort the construction rig toward the taelon supply and build the refinery. As you did with the command center, you can use the greater-than and less-than keys to orient the refinery adjacent to the taelon. The refinery's collector moves dangerously close to JDA territory; be sure to move your rumbler and fiends nearby to defend the collector.

Objective: Construct a Garage to Support Vehicles

It's time to start producing more units. Select a construction rig to open its build menu. Move the rig to open terrain (somewhere next to your command center) and build a garage. Orient the garage so its exit lies away from a wall or obstruction.

Objective: Order a Collector from the Garage

Unfortunately, the only Sprawler vehicle you can build for the mission is another taelon collector. But, its creation will increase your intact of taelon and give you more resources to produce infantry later in the mission. Select the garage and select the collector icon. Once the collector emerges from the garage, assign it to gather the





taelon adjacent to your refinery. Alternatively, you can set the garage's rally point at the taelon.

Objective: Order a New Rig from the Command Center

Building the garage used your last construction rig; to build a barracks, you'll need another construction rig. Select your command center and press the rig icon from the build menu.

Objective: Construct a Barracks to Outfit New Infantry

Once the rig emerges from the command center, move the build unit to an open area adjacent to your command center or garage. Open the rig's build menu and select the barracks. Orient the barracks so its exit faces away from a wall or obstruction. After the rig completes the construction, you're offered a new mission objective.

Objective: Destroy the JDA Refinery

If you have explored ahead toward the JDA base, you will have spotted the JDA refinery. You likely don't have too much infantry at the moment, so select your newly created barracks and start producing rumbler and fiends. After you have produced an additional eight to ten infantry units, assign them to attack in groups and approach the refinery. Destroy the refinery and any guardians protecting the JDA structure.

Objective: Sabotage the Enemy Reactor

Destroying the JDA refinery cues the mission's final objective - destroy the JDA atomic generator. You should have plenty of taelon, but you can acquire even more by recycling your garage. Since the garage can't produce offensive units, it's mainly just taking up space - unless you're desperate for another collector! Also consider building a second barracks to hasten infantry production. Just keep pumping out rumbler and fiends until you have produced a sizable attack force.

You'll encounter guardians as you advance against the base. Locate the atomic generator and clear out the defenders before you assault the reactor. Destroying the JDA atomic generator completes the mission in victory.

Chapter 2 - Return of Togra?

You begin the mission in the south with three construction rigs, some rumblor infantry, and a few go-go vehicles. The go-gos excel against air units, but aren't especially powerful against infantry, towers, and structures. You'll face JDA enforcers - air units - in this mission; the go-gos make a perfect counter.





Objective: Rescue the Voodun Priest from the JDA Base

Assign your rumblers to one attack group, so when the battle comes, you can order it against the opposing ground troops. Place the go-gos in a second group and use it to neutralize any enforcers in the area.

Advance near the taelon supply and start building your base. Use one construction rig to erect the command center, another to produce the refinery, and the third to build a couple of solar arrays to power your new outpost. Use the same construction rig to place a few gun posts guarding the north entrance to your base. Use the command center to produce another construction rig and use the two you now have to build the barracks and garage.

Start producing rumblers and go-gos for the battles ahead. As mentioned previously, use the rumblers against JDA guardians and the go-gos against JDA enforcers. Both will arrive from the north to investigate and pester your construction rigs. Defend your base from the small assaults while you continue to gather taelon and amass your force of rumblers and go-gos.

Continue north and locate an additional supply of taelon. Defeat any JDA presence nearby. Build a second refinery and protect it with gun posts and go-gos. Erect a second barracks if you desire to hasten your production of rumblers.

Head north to the middle of the map and locate the path into the JDA base. Watch out for JDA sentinel guns; they'll rip through your rumblers quickly. Concentrate all your firepower on the sentinel guns, leaving the harmless camera towers and structures until the defenses are destroyed. Annihilate any remaining JDA troops and advance against the structures. Destroy the precinct and motorpool. Approach the prison, with Booda Shoun inside.

Destroy the sentinel towers and forcefield around the prison. Knock out the JDA command center as well. Watch the cutscene once you recover the Voodun priest from JDA captivity.

Objective: Escort the Voodun Priest to the Shrine

Booda's a voodun, which gives him the power to heal your infantry. Heal any wounded rumblers. You may also want to reinforce your ground troops with additional rumblers and go-gos from your main base. The radar blip in the northern corner indicates your destination - the Togran shrine.

Start toward the northern corner and follow the path through the mountain valley. Defeat any JDA opposition; once again, use the rumblers against guardians and ground forces and the go-gos to clean out the enforcers. The mission concludes in victory once Booda Shoun successfully reaches the shrine.





Chapter 3 - Who Watches the Watchers?

You begin the mission with some infantry, go-gos, and a couple healers. The Sprawler voodun are used to heal wounded infantry units, while the Sprawler scavenger is used to repair damaged vehicles.

Objective: Escort Rigs into the Damaged Sprawler Base

Group the infantry and go-gos into separate attack groups. Assign the scavenger to guard the go-gos while the voodun guard the infantry. Start heading forward through the mountain valley; move cautiously because you're about to be attacked by JDA strikers, powerful air units.

The strikers will retaliate against the go-gos' attack - the go-gos are the strikers' only threat. Make sure your scavengers are repairing the damaged go-gos immediately. If you can heal a go-go during the attack, you won't lose a unit. Defeat the strikers and continue north toward the damaged Sprawler base. You'll encounter some infantry units along the perimeter of the damaged base; finish them off with your infantry and go-gos. Enter the damaged Sprawler base to receive a new mission objective.

Objective: Destroy the JDA Base Guarding the CIGNET Relay Station

As you enter the damaged Sprawler base, you'll discover that it is indeed damaged. Use your scavengers to repair the damaged structures and towers surrounding the base. Use your construction rigs to build necessary construction buildings. Produce additional construction rigs to place more gun towers north and east of your base. Combine the towers with forcefield perimeters to enclose your base. You'll likely need additional solar arrays to cope with the large power drain.

Use the garage to produce go-gos that you'll use to counter the JDA air units, which include the enforcers. Select your barracks and produce rumblers. You can also spend taelon to upgrade your barracks and produce banshees, excellent anti-infantry units; the banshees fire a looping mortar shot that can quickly devastate a tight group of enemy melee units. Should you decide to use banshees, produce an equal amount of rumblers and banshees.

You can easily hold off any JDA attacks that come from the north and east of the Sprawler base. Place your scavengers near the tower groups to repair damaged towers as you prepare for additional JDA assaults. Continue to produce infantry and vehicles as you gather nearby taelon. If you require additional taelon for more units, search the area east of the Sprawler base. If you decide to build a refinery here, make sure you protect the taelon source with turrets and units.





Be patient while knocking out the JDA structures. Advance slowly to take on one tower at a time.

Once you have a large army of go-gos, rumblers, and banshees (you can also include fiends, vooduns, and scavengers), proceed east until you locate the bridge. Instead of traversing the bridge, though, turn north and enter the outskirts of the JDA base. Move slowly through the mountain path and use your rumblers and banshee to combat JDA ground troops while the go-gos protect the group from air assault.

Take your time wiping out the JDA structures and defense towers - leave the relay station alone, you're here to protect it! There's additional taelon here (though the JDA may have exhausted its supply) should you want to move a construction rig over and erect a third refinery. Before you destroy all structures, signifying the start of the next mission objective, move a construction rig into the demolished JDA base so you can protect the relay station with towers. Once you have cleared out all structures, a cutscene plays, and you're ordered to defend the CIGNET relay station.





Objective: Protect the Relay Station from the Bombing Run until the Data is Recovered

Use a construction rig to build a perimeter of sky sweepers around the relay station. Place your go-gos around the relay station to further prepare against the JDA striker and blackstar assault. A large army of go-gos and three to four sky sweeper towers should easily hold off the JDA assault. The mission concludes in victory once you have held off the JDA air attacks and the data from the CIGNET relay station has been recovered.

Chapter 4 - River Raid

You start with just a handful of units, and you're ordered to assist an ally Sprawler base defend itself from a JDA attack.

Objective: Eliminate all JDA from the Area of the Sprawler Base

Head forward and face off against a few JDA guardians. Use your Sprawler healers to repair damage after the battle. Defeat the JDA sentinel gun guarding the path into the Sprawler base. Once again, heal any wounded units as you continue on. Proceed east into the ally base and eliminate the JDA attackers. Hurry! This is going to be your base soon, so it's to your advantage to eliminate the enemy invaders quickly.

Objective: Build a Command Center

Claim the ally base as your own by using a construction rig to erect a command center. After the command center completes, you're informed by Sprawler command that there isn't enough taelon within the base to fund your war machine. You must investigate the taelon resource field to the southeast; defeat the JDA presence there and start gathering the taelon.

Take time, as well, to produce more hydrofoils from the Sprawler wharf that lies in the river ahead. You want to make sure your shorelines are protected from JDA attack. You'll encounter several patrol cruisers and an occasional rover. Keep the towers lining the shoreline repaired by placing a scavenger near the wharf; you'll also want the scavenger to keep your hydrofoils repaired.

Objective: Eliminate all JDA from the Resource Field to the Southeast

Don't be in a rush to assault the resource field. Instead, take the time to protect your base with towers, including anti-air sky sweepers. Use a construction rig to erect towers at the west and north entrances into your base. Keep up with the power drain by producing additional solar arrays. Start pumping out infantry and go-gos. You may also want to build a scavenger hut and sarcophagus to produce the scavengers and vooduns, respectively. You should also consider erecting a shrine to cast mojos; eyebiters, which temporarily blind enemy units and towers, will prove especially useful during your assault on the resource field.





You don't have to use air barges - Sprawler infantry transports - to reach the resource path to the southeast. Locate the path south of your base. There's an enormous amount of taelon in the patch. Once you have produced 20 to 30 military units, you're well-equipped to eliminate the JDA presence, which includes guardians, castigars, bulldogs, a mastiff, and a few towers.

If you built a shrine, prepare an eyebiter mojo. Advance your military units south of your base and into the path east into the resource field. Locate the first path south and enter. You'll encounter some JDA infantry here and some sentinel guns. Disabling the sentinel guns and castigars with the eyebiter mojo will prove extremely effective. Eliminate the blinded JDA enemies with your units. Take the time to heal vehicles and units with scavengers and voodun respectively.

Continue east through the resource field and battle additional JDA troops. When you reach the JDA artillery unit, the mastiff, try and keep your units spread out to avoid taking massive damage from the mastiff's powerful cannon. If you wish, queue another mojo, either an eyebiter or rage, to use on the mastiff and the bulldog guards. After cleaning out the JDA units from the resource path, send over a couple construction rigs. Build a refinery in between two of the taelon patches; use the second construction rig to place gun posts and sky sweepers around each taelon patch. Build additional collectors if you wish to hasten taelon gathering.

Objective: Eliminate the JDA Base Across the River

Clearing the resource patch in the southeast triggers the mission's final objective - to destroy the JDA base that lies across the river. Bolster your production of hydrofoils so you can control the river and allow safe passage of air barges and construction rigs.

The JDA might employ its telepad and send over a handful of infantry units into your base. Just keep adequate tower coverage in your base and always leave some rumblers behind to deal with an incursion. Keep your refineries (to the southeast) well-protected; further, make sure the western entrance into the Sprawler base is well-defended with towers and units.

Build an aerodome so you can construct additional air barges and fill them with rumblers, banshees, and fiends. Use your large hydrofoil force, guarded by scavengers, to approach the JDA shore. Bombard the shoreline defenses and structures; should any JDA unit attack your hydrofoils, shift firepower off the JDA base and onto the hostile units.





Protect your taelon supply with sky sweepers and gun posts.

As you're pummeling the JDA shoreline, move up your air barges (three or four filled with Sprawler infantry) and two to three construction rigs. Make sure you use the hydrofoils to clear out the lightning towers from the shore. The easiest way to push back the JDA force and enclose the JDA base is to use the construction rigs to build gun posts. Keep advancing the construction rigs and gun posts and lure JDA units to their demise.

Use the construction rigs to build a barracks and motorpool on the JDA base island. If you need additional taelon, you can find some on the eastern side of the JDA island. Start producing infantry and vehicles from your new barracks and motorpool and advance through the JDA base, destroying all units and structures you encounter. Keep construction rigs at your side and use them to build towers to further bolster your offensive. The mission ends in victory once you have leveled the JDA base.





Chapter 5 - Intellectual Property

The JDA is developing a new experimental weapon - to survive, the Sprawlers must infiltrate a JDA base and steal the experimental weapon in hopes of using the devastating device for their own cause.

Objective: Find the JDA Weapons Facility and Capture its New Experimental Weapon

Sprawler ground troops are delivered by air barge. Move units forward to locate the nearest supply of taelon. Use construction rigs to build a command center, a refinery adjacent to the taelon, and a couple solar arrays for power support. Produce additional construction rigs and build the Sprawler barracks and garage. Start producing additional infantry and go-gos, but you'll want to upgrade your command center, barracks, and garage as soon as resources become available.

Organize your military units and advance north to locate a second source of taelon; some rovers and guardians protect the taelon patch. It shouldn't require much offense to eliminate the JDA presence. Clear it out and move up a construction rig and build a second refinery to start gathering more resources.

With two refineries collecting taelon, it's time to start bolstering your base defense. Place sky sweepers inside your first base, especially along the eastern hill; the JDA occasionally sends blackstars and enforcers over the hill to assault the structures along the rear of your base. Build two sky sweepers and spread them out to cover the eastern and middle portion of your initial base.

Move a construction rig up near your second refinery and erect gun posts protecting the roads east of the second refinery. The JDA occasionally sends military units against this refinery; build two or three gun posts to protect the refinery. You may also want to place a sky sweeper adjacent to the refinery to protect against JDA enforcers, blackstars, and strikers.

With sufficient funds now, you should build additional structures inside your initial base, including an aerodome - vultures will prove very handy during the mission. You may also want to build a scavenger hut to produce scavengers (to heal the vultures, hydrofoils, and leviathan you will be constructing shortly), a shrine to use mojos, and a sarcophagus for voodun priests. Out of the three, the scavenger hut will likely prove the most useful, as you will be concentrating heavily on vehicles for the first part of the assault.





Start producing a large amount of hydrofoils to defend the water separating the Sprawler and JDA base.

Investigate the area east of the second taelon to locate a third supply of taelon. A small JDA force defends the taelon; destroy the JDA units with your own infantry and vehicle units. Escort a construction rig over and erect a refinery. Build a few gun posts and sky sweepers to protect your new source of income.

Explore the area north of your bases to locate the body of water that separates the Sprawler and JDA bases. Build a wharf and start producing hydrofoils. Upgrade the wharf (once you have upgraded your command center) so you can build leviathans, Sprawler naval artillery that will prove essential in bombarding the JDA base protecting the weapons facility.

Build approximately 10 to 15 hydrofoils and 15 to 20 vultures. Assign a scavenger to each group to repair damaged hydrofoils and vultures. Also include four to five leviathans in your group. Assign the hydrofoils to one attack group, the vultures to another, and the leviathans to a third. You'll also want to prepare a few construction rigs for the encounter ahead - one construction rig will be used to build a fourth refinery at a nearby





taelon source, and other construction rigs will be used to build camera towers and turrets.

Advance your hydrofoils, vultures, and leviathans northwest to the land north of your second refinery. Defeat the patrol cruisers and locate the JDA dock in the middle of the northern shore. Resume course northwest; as you approach the land, you'll discover another taelon supply protected by JDA units. Use your large group of air and naval units to clear out the JDA presence from the taelon. Don't explore the land too far, though; various JDA towers protect the outskirts of the base and can annihilate several vultures and hydrofoils within seconds.

Escort a construction rig over and erect a fourth refinery. Take a second construction rig and build a camera tower just north of the fourth refinery - this should provide sight for your leviathan naval artillery. Build a few ravager turrets and gun posts near the camera tower in case you alert the JDA military to your presence. Use the artillery and bombard the towers, structures, and units within sight of the camera tower. If JDA units approach, let the towers finish them off or move up your vultures and hydrofoils to eliminate them.

Destroying the outskirts of the JDA base requires patience, but it will pay off with very few Sprawler casualties. Advance your construction rig and continue to produce camera towers to gain additional lines of sight on the JDA base. Move your leviathan along the shoreline to bombard JDA units and structures. Lure angry JDA units back to your towers and repeat the process until you've maxed the leviathans' range.

Advance your vultures into the base and finish off any unguarded units or structures. Move construction rigs into the demolished JDA base and build a garage; upgrade the garage to build scorpion tanks. Return to your initial base and build a couple air rigs to escort any infantry over to the JDA shoreline.

Once you have accumulated a larger ground force, begin your advance east. Additional JDA forces await you, many protecting a telepad. Use your infantry, scorpion tanks, and vultures to bust through the defenses. Move slowly and continue to use the camera tower and ravager turret combination to lure enemy units to their demise.

Locate the southern path, a tight valley, which leads to the weapons facility. The hills are littered with lightning towers, so be cautious with your vulture units. Send your infantry and vehicles through the passage and defeat any JDA units and towers left standing. As you approach the weapons facility, you're given a new objective.

Objective: Use a Scaver to Capture the Juggernauts

You'll need a scaver to capture the prototype juggernauts. If you haven't already, build a scaver hut and move a scaver into the JDA weapons facility area. If you already





possess a scavenger, move the unit into the weapons area and approach the juggernauts to capture the experimental JDA vehicle.

Objective: Destroy the Prototype Juggernaut Garage

With the juggernauts captured, you're ordered to destroy the juggernaut garage to prevent additional JDA production. Use your offensive units to destroy the facilities behind the juggernauts.

Objective: Bring at Least One Juggernaut to the Evacuation Point

Head south from the facility and approach the large force door. Destroy the door and proceed past, defeating any JDA towers or units that lie beyond. Your goal is to escort at least one of the juggernauts to the evacuation point located beyond the force door and to the west. Once a juggernaut reaches the evacuation point, the mission concludes in victory.

Chapter 6 - A Gift for Judas

You have 30 minutes to assassinate the Judas leader before he leaves the mission area. You start in the southern area of the map with a command center, refinery, go-gos, some rumbler, and banshees. You're also given three construction rigs to improve your base.

Objective: Assassinate the Judas Leader

Locate the second patch of taelon nearby and build a second refinery. Use another construction rig to build solar arrays, then construct a barracks. Finally, use the third construction rig to erect the garage. Produce another construction rig from your command center and place two to three gun posts along the northern perimeter of your base; an occasional Judas or two will arrive from the north and attack. Visibility is extremely poor on this map; don't advance out into the fog until you have bolstered your army with additional troops.

A new sprawler unit that should prove useful is the skulk, a sniper that can weaken enemy Judas units significantly in just a single shot. Unfortunately, the skulks rate of fire is rather slow; however, if you produce a group of them, you could rampage your way through most of the Judas infantry defense. Skulks will prove extremely useful in your advance to the Judas base.

Another important unit to include in your group is the disruptor, used to detect Sprawler mines. The Judases have littered the path to their leader with mine traps; since you have a limited amount of time to complete the mission, a devastation such as moving your unit group over a mine trap could be difficult to overcome.





Time is limited. Get refineries up and running quickly to keep income flowing.

Produce skulks and scorpion tanks. You may also want to include rumblers, fiends, and go-gos to increase the size of your army (these units are cheaper). You may also wish to include scavenger and voodun healer units. However, your first priority is the skulks and scorpion tanks, using the skulks versus enemy judases and the scorpion tanks against gun posts. Don't bother with vultures; the judases have surrounded their base with lightning towers, and breaching their base with an air force is more trouble than it's worth.

Start your advance north of your base as soon as possible (perhaps around the 18 to 20 minute mark) and be sure to bring a disruptor with your group for trap detection. A couple gun posts flank the road leading out of your base; pass them by or destroy them if you want and are within range. Continue northeast, where you will encounter several judas units; use your skulks en masse and eliminate the judases before they can even approach.





Follow the road northeast until you encounter a third source of taelon. Some turrets, judases, and a pesky voodun defend the taelon. Eliminate the voodun as soon as possible, or he'll start healing the towers and judases. Use scorpion tanks (and other vehicles) against the towers while you implement your skulk force against the defending judases. Once the area is clear, escort a couple construction rigs to the taelon. Erect a refinery and a couple gun posts to protect your new source of income - position the towers to the northeast.

You should spend time defending the third source of taelon while increasing your quantity of units. Once you reach the 8 to 10 minute mark, however, you should start moving toward the judas base, which can be found along the same road. Simply continue northeast, then turn down a tight alley leading northwest until you begin to encounter the judas base structures.

Assign your disruptor to its own group if you're having trouble keeping the unit's trap detection radius in front of your military units. Sprawler traps can be found along the tight valley path as well as many other areas. Nothing will ruin your last second offensive like a mine trap. Keep the disruptor as close to the front as possible so you detect the Sprawler traps well in advance. Destroy the mine traps - from a safe distance - with your scorpion tanks.

Continue through the judas base, concentrating all your firepower on hostile towers or units - ignore the buildings! Time is limited; don't waste precious seconds on destroying judas structures that don't matter. Plow through the judas base until you spot the barracks and judas guards. Look closely and notice one judas unit that's larger than the rest; place your mouse over the unit and read that it's the judas leader. Concentrate all firepower on the judas leader; you may want to save your game before the final assault to make sure the attack reaches the appropriate conclusion. Once the judas leader is dead (in less than the 30-minute time limit), the mission immediately concludes in victory.

Chapter 7 - Gatekeeper

You begin on the beach with four construction rigs, some judases, and other Sprawler infantry. Scout around your starting point to locate the two taelon supplies on the northern and eastern sides of the beach. JDA units may arrive from the northwest (near your refinery), so be sure to place a few gun posts to ward off early JDA assaults.





Don't be in a hurry to advance against the JDA base. Instead, take time to locate new sources of taelon and increase your income.

Objective: Destroy the JDA Base that is Guarding the Dome Gate and the Falcon Towers

Start erecting critical structures, such as the Sprawler barracks, garage, and air control structures if you wish to use vultures. Make sure to construct a wharf in the water east of your base. Produce hydrofoils to protect your shore from JDA patrol cruisers. Gather taelon resources and start upgrading your structures - command center, barracks, garage, and wharf - to gain access to additional units. You may also want to build a scavenger hut and scarology to get access to the Sprawler healers.

Start producing judases from the upgraded barracks and scorpion tanks, a few go-gos (to pummel JDA air units), and thunder cannons once you have upgraded your command center to level three. You may also consider a juggernaut factory, the Sprawler's ultimate weapon; use the factory to create the juggernaut tanks that have no primary weapon, but can self destruct, causing a gigantic explosion that demolishes units and structures in its wake. It's a powerful weapon, but very expensive. You'll have





trouble escorting it to the JDA's critical structures, and its loss could prove time-consuming and expensive.

Instead, opt for thunder cannons, for artillery by land, and leviathans, for artillery by sea. Support these long-range artillery units with judases, rumblers, go-gos, and scorpion tanks by land and hydrofoils by sea. You'll want to send up construction rigs to erect camera towers, providing a line of sight into the JDA base.

Before you mount an assault, though, explore the area northwest of your base to locate additional sources of taelon. Accumulate a force of judases, infantry, scorpion tanks, and other vehicles. Proceed north from your base along the shoreline. When you reach an area with a path leading into the northwest corner of the map, head inside. The path runs along the northern edge of the map. Here, you'll encounter JDA guardians, rovers, sentinel towers, and growlers. Advance your troops slowly; attempt to take on the JDA defenses a few units at a time.

Clear out the taelon patch of enemy JDA units. Make sure you defeat all the sentinel towers. Continue along the northern edge of the map to make sure no other JDA units are lurking around. Send a construction rig to the taelon and erect a refinery. Protect the refinery with gun posts or ravager turrets.

Another path, which runs just south of the northern taelon patch you just discovered, contains a watchman (a JDA anti-air unit) and some castigars. Eliminate them to keep them away from your new source of taelon.

Before you mount your assault on the falcon towers and then the JDA base, there's still more taelon to be had. Produce 10 to 15 hydrofoils and send them northwest along the shore. At the same time, move your ground units southeast of the taelon you just discovered to approach the shoreline. Here, you'll find a large source of taelon protected by JDA sentinel guns, infantry, and a dreadnaught just offshore. Use your hydrofoils to eliminate the dreadnaught, then attack the units on shore. Mop up the remains with your infantry. Clear the taelon patch, then send over a construction rig to erect towers and a refinery.

You now have four refineries going that should supply you with plenty of taelon to take out the falcon towers and JDA base. Follow the path along the northern edge of the map; the shore winds to the east as you approach the canal that leads into the JDA base. Two extremely powerful towers flank the canal; slowly head east until a cutscene plays depicting the two falcon towers. Don't advance further. Escort some construction rigs up to your position and place a camera tower to gain a line of sight on the towers. Use your thunder cannons and leviathans to eliminate the two towers.





With the towers are cleared, you're free to move into the JDA base. There are a lot of units and structures; but you shouldn't have too much trouble if you're patient. First, clear the alcove of patrol cruisers, then clear the JDA dock area. Advance your leviathan near the shore; guard the naval artillery units with your hydrofoils. Move your infantry and vehicles into the JDA base. Use your construction rigs to build a camera tower to gain a line of sight on the JDA units and structures ahead.

Before you fire upon the JDA units, build ravager and sky sweeper turrets near your camera tower and ground units. When you use your thunder cannons to hit the JDA units, they will advance and seek to destroy the camera tower and anything else within range. Be prepared with ample turrets; advance your ground troops and hydrofoils if the JDA troops manage to destroy the turrets.

Continue to advance and build another camera tower to provide a line of sight for your artillery. Recycle the turrets and camera towers that are no longer useful. You may also wish to build a forward barracks and garage to quickly reinforce destroyed units. Keep a scavenger and voodun in your vehicle and infantry groups, respectively, to repair damage and heal wounds.

Clean out the JDA base. Thorough exploration of the map will reveal some patrol cruisers along the eastern side of the map. With all JDA units destroyed, a cutscene plays of the Sprawler force attempting to bust through the dome gate. It's impenetrable, though; instead, the Sprawlers find a sewer entrance, and the mission ends in victory.

Chapter 8 - The Way Out is Through

You start with a judas, infiltrator, rumbler, fiend, banshee, go-go, and scavenger. This is your entire military for the mission - unless you're savvy enough to locate reinforcements in the sewer. Since you're equipped with a scavenger, which can only heal vehicles, use the go-go as your primary attack force for the first portion of the mission.

Objective: Find and Destroy the Dome Gate Locking Mechanism

Advance the go-go ahead of your other units to scout ahead. Proceed north and follow the tunnel until you reach the cutscene - JDA guardians fighting some sort of sewer beast!

These sludge beasts serve as your primary enemy during the mission. The sludge beasts aren't especially tough, but if you're not careful, you can get quickly overwhelmed. Attack with the go-go first; if you encounter more than three at once, use your infantry to assist in the attack. Order your scavenger to heal the go-go to repair it during the attack.





After the cutscene, advance your military into the water. You have two possible routes - forward and to the left. If you proceed forward, you'll encounter several sludge beasts - that are easy to defeat - but further along at the end of the hall, you'll run into JDA rovers and castigars. It's a tough fight, and one you should avoid. Instead, turn left and battle the sludge beasts here. Proceed forward under the pipe and encounter JDA guardians in the red-tinted room at the end of the hall.

Blast the guardians, then search the room to discover Sprawler units inside some sort of jail cell. Spot the control panel adjacent to the cell doors. Destroy the control panel with your units to witness a cutscene of Booda Shoun (useful for healing your infantry units) and a skulk exiting the cells. The skulk, a powerful sniper, will prove very handy against the sludge beasts and the JDA guardians that await you deeper in the sewer tunnels.



Use your go-go against the sludge beasts and repair the damage with your scaver.

As the Sprawler units are escaping from the cells, castigars and a rover attack from the path south of your position (these are the castigars and rover from the hall in front of your first encounter with the sludge beasts). Use the skulk to weaken the castigars and





finish off the JDA troops with your go-go and infantry. Take time to heal up before continuing onward.

Walk down the hall (where the castigars came from) and locate a new path. Follow this path into a large room, which exits to the left. Here, you'll encounter some guardians and sludge beasts. Defeat them, heal up, then move on. You'll soon witness a cutscene of some judases, including the judas leader, entering the sewer from an alternate tunnel entrance. You can control the judases if you wish, but it's safer to leave them at their start position. Instead, you're going to rescue them by clearing their route of JDA troops and sludge beasts.

Assemble your ground groups and head along the walkway to the east, away from the judas units. You can't cross the gap here; instead, you must continue along the walkway to find the path that leads around to the northern hallway where the judases wait at the end. Clear the path of more guardians and sludge beasts. Use your skulk to bust a guardian in a single shot; then finish off the others with your go-go and infantry. Heal damaged units after each battle. Destroy the sludge beasts, then meet up with the three judas units. Combine them into your infantry group and resume your course through the sewers. You'll find the new path south of the turn north into the judas units' hallway.

Follow a tight canal with JDA castigars at the end. Use the skulk to weaken the tough JDA infantry; move up other units to finish off the castigar and the guardians beyond. Explore this tunnel to discover four immobile JDA rovers. Approach the rovers to capture them. Assign the JDA rovers to your go-go group. Like other JDA units, the rovers have shields, which can recharge after they're damaged. If the shields are destroyed, though, they won't recharge, and you must repair any further damage with your scaver.

Continue down the tunnel and take the first left turn. Fight off the sludge beasts and follow the path through to the northeast into the cavern. As you continue on, Sprawler command announces the presence of JDA troops coming into the sewers. As you proceed further down the sewer tunnel, JDA guardians and castigars attack. Make sure your units are in a tight group, so you maximize firepower. Repair and heal after the fight; be patient and don't move onward until all your units are back to 100 percent health.

At the end of the hall, you'll face many guardians. Destroy them, heal your wounds, and proceed around a right turn. Fight more JDA units here (guardians, castigars, and rovers) and prepare for the mission's final battle. At the end of the hall, there's a left turn, you'll face several JDA units, including a tough bulldog. Attempt to lure the JDA units around the corner, so you maximize your attack potential. Fighting around the corner can be tough, especially since the JDA have a better position and can pick off your units as they make the turn.





After you defeat the JDA units, keep moving down the hall to initiate the mission's concluding cutscene. Three hours after your battle through the sewers, a Sprawler juggernaut traverses the sewer tunnels and blows the dome gate mechanism. The mission concludes in success.

Chapter 9 - Exodus

You begin with some judases, rumblers, and four construction rigs. You'll find the first source of taelon to the right of your start position.

Objective: Clear the JDA from the Portal Area

Use the construction rigs to build a command center, a refinery next to the taelon, a few solar arrays, and start production of a barracks and a garage. Explore the area to the left of your start position to quickly find another source of taelon. Escort a construction rig over and build a second refinery.

Before you start concentrating on offensive units, use construction rigs to build turrets around each refinery. Include gun posts and sky sweepers; once you can build ravager turrets, include those as well. You'll also want to place gun posts and a couple sky sweepers along the eastern entrance into your base.

Not long after the mission begins, a cutscene informs you that the JDA is planning to destroy the city's reactor. To reach the portal, you must keep the reactor repaired before it can go critical and level the town. To do so, you must prepare a scaver and escort the unit to the reactor (indicated by the blip on the mini-map). Although it seems as if time is critical, you have an unlimited amount of time to repair the reactor and complete the mission. Viewing the cutscene opens up the next objective, to get a scaver to the reactor's fission core.

Objective: Get a Scaver to the Fission Core

You aren't in a rush to get the scaver to the fission core, though it does open up the next mission objective. Still, you should instead concentrate on defenses and locating additional sources of taelon. Use current resources to upgrade your command center, barracks, and garage. Build a scaver hut and an aerodome to support an air barge (which you'll use to get the scaver to the fission core) and vultures.

Assemble a judas squad and an assortment of other infantry and vehicles and locate the public teleport just east of your base. You'll find these scattered around the map. Use them to explore different areas of the city - usually areas rich in taelon! Send through a squad of judases and infantry; you'll emerge to the northwest beside a few JDA rovers. Defeat the rovers and follow the road to the southeast. Defeat the JDA sentinel guns and clear the taelon patch of any remaining JDA units. Escort a





construction rig through. Approach the taelon and construct gun posts (or ravager turrets) and sky sweepers to protect your new source of income. Leave a few infantry units and send the rest back through the portal to return to your main base.

Now that you have cleared that northwest road, you should have a clear shot at the fission core. The core stands in an unusual waterway; JDA patrol cruisers and other assorted boats patrol the core's perimeter. If you wish, you can attempt to sneak an air barge through; simply head straight to the blip from your taelon path in the northwest. When you reach the core, you're informed its defenses are too strong and presented with a new mission objective.

Objective: Locate the Defense Controls

Four JDA defense controls are scattered around the map (and indicated by blips on the radar). Sentinel guns and a few JDA units surround each defense control. To complete the mission, you must locate each defense control, defeat its defenses, and control the area until you can get a scavenger to the defenseless fission core.

Two of the defense controls are located along the eastern side of the map. You should head for these first because there are also two taelon patches along the eastern side of the map. Assemble a large force of judases, assorted infantry, scorpion tanks, go-gos, and perhaps even thunder cannons (though you won't need them just yet, you'll want them for your assault on the JDA stronghold). You may also wish to include vulture air support.

Proceed southeast into the southern corner of the map. Destroy any JDA units that oppose you. Advance northeast along the eastern edge of the map. A short way up the eastern side, you'll encounter the first patch of taelon. Send over a construction rig to build a refinery and a few towers. Check your other refineries and make sure they're still processing taelon. If you've exhausted any supplies, move your collector over to a fresh source of taelon and recycle the refinery to recover some of your expenditure.

Continue up the eastern side until you locate a second source of taelon. Move a construction rig over to erect another refinery as well as defensive towers. You should have a lot of income coming in by now; enough to fund your war machine easily and let you spend resources on all Sprawler units and upgrades, including a juggernaut factory if you desire, though the artillery and camera tower combo should work just fine in demolishing the JDA base that awaits you.

Objective: Capture and Hold the Four Defense Controls

With refineries gathering resources at both taelon patches along the eastern side, you're ready to assault the first defense control in the northeastern corner of the map. If you included thunder cannons in your group, use a construction rig to erect a camera tower up the ramp and keep advancing until you can spot the defense control and its





surrounding defenses. Destroy the defenses with your thunder cannons and repel any attack thrown at you by the JDA forces.

Once you cleared out the defenses and approach the control, command announces that you have gained possession of the defense control. You must retain that control, however; if you leave the position, you've lost control. To keep control, simply use a construction rig to build a few towers around the defense control. The JDA will send an immediate attack force to try and push you away; defeat its small band of infantry and vehicles.

Before you advance along the northern edge and into the heart of the JDA base (where you'll find the Torgan portal), return down the eastern edge to make an assault on the second defense control on the eastern side. Use a camera tower and thunder cannon to demolish the defenses and use your infantry, vehicles, and air units to combat any JDA defenders. Erect towers around the defense control. Also, explore the roads northwest of the defense control to locate another taelon patch. Defeat any JDA in the vicinity and erect a refinery as soon as possible. Be sure to include defensive turrets to keep JDA invaders away.

Return to the northeastern corner and prepare for your assault on the large JDA base in the northern corner. Advance slowly and use camera towers to spot for your thunder cannons. You will also want to erect ravager and sky sweeper towers to repel the JDA attacks that follow. Once your thunder cannon nicks a JDA unit, all JDA units within sight of the camera tower approach and attempt to assault your position. Erect enough towers to repel the assault. As you advance forward, recycle the camera and defensive towers to recover some of your expenditure. Build new towers and continue your assault on the JDA base.

If your resources allow, you'll likely want to build a garage here and upgrade it so you can reinforce your thunder cannon and scorpion tank units. The JDA base is filled with precincts, motorpools, and atomic generators. Knock out the unit-producing structures first. As soon as you spot the JDA command center, level the structure with your thunder cannons. Knock out all the JDA construction rigs to prevent further expansion. Clean out all hostile JDA structures; explore the area behind the former command center to locate several JDA atomic generators. Destroy them!

If you require additional taelon to demolish the JDA base, explore the map's center area, where you'll find a large taelon supply guarded by a handful of JDA units. Clear out the units and erect a refinery to begin collection.

Continue past the demolished JDA base into the northern corner. Here, you'll find the third defense control. Eliminate the JDA sentinel guns and forcefield pylons surrounding





the structure. Once you have cleared all JDA units, erect your own towers to protect the defense control.



Use towers and artillery units to demolish the JDA base.

The fourth defense control is located in the southwest corner just west of the third taelon supply you discovered (counting the two inside your base). Send over your vultures and some additional units through the public telepad and level the JDA sentinel guns and pylons protecting the defense control. Erect your own towers, and you'll have control of all four defense controls.

With all four defense controls captured, it's time to send your scavenger to the fission core. Before you send the air barge over, though, clear out the surrounding sea of patrol cruisers. Explore the shore south of the main JDA base (now destroyed) to locate the dock. Pummel the JDA dock with your scorpion tanks and thunder cannons. Lure the patrol cruisers to the shore and destroy them with your tanks and vultures.





Once the area is sufficiently clear, use an air barge - equipped with a scaver - to travel to the fission core. Unload the scaver at the foot of the fission core (in the water is fine) and move the scaver toward the fission core to complete the mission in success.

Chapter 10 - Earth Descending

To conclude the Sprawler campaign, you must escort units inside the Togran portal. You've already cleared the way by destroying the JDA base.

Final Objective: Enter the Portal

Before you move the units through, however, anticipate another mission objective by constructing a juggernaut facility (if you haven't already) in the recess, which includes the Togran portal. If you need additional taelon, start recycling old towers (surrounding the defense controls) and your unit-producing structures - you don't need them anymore. You can also find a source of taelon in the map's center should you need more.

Escort the juggernaut from your base to the Togran portal area. Move all your military units to the recess as well. Use a construction rig to build some ravager turrets and sky sweepers facing the Togran portal. You've now sufficiently prepared yourself for the objective that awaits you. Move some of your military units into the portal. Within moments, JDA forces burst through.

Objective: Defend the Fission Core and Drive a Juggernaut through the Portal

If you build towers facing the Togran portal, you should have little trouble holding off the JDA forces. With your juggernaut close by, start moving toward the portal. Defend the juggernaut with your military units. As soon as you make it up the ramp and to the edge of the portal, the campaign's final cutscene begins to play. You've completed the Sprawler campaign!



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